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WELCOME TO THE WAR!

STEEL PANTHERS covers not just the western front in WWII, but all of the crucial fronts and battlefields in Europe and the Pacific. You command individual squads and tanks of any of the nations involved, from the Polish Army in 1939 to the Americans in 1945.

The main goal of STEEL PANTHERS is to have your units win a single scenario, or a series of linked scenarios which form a campaign.

Instead of whole divisions or regiments, you control single vehicles and squads of men. Individual leaders are attached to each unit ("unit" refers to a vehicle or a squad) and have the capability to rally their troops when the going gets tough. From a direct overhead view, you can command the entire battlefield from afar, or close up to see all of the action.

Featuring over 200 tanks, 120 types of weapons, and over a dozen unique infantry squads, STEEL PANTHERS has been designed to satisfy both the novice and experienced war enthusiast. In addition, there is a Unit Encyclopedia which describes over 200 tanks and aircraft of the major nationalitites in the war.
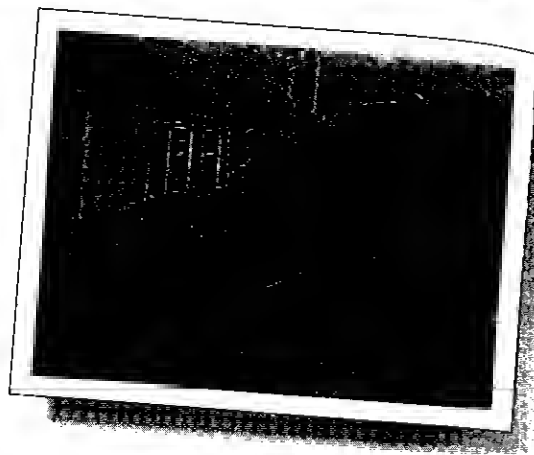
There are over 60 individual scenarios, eight set campaigns (even a hypothetical WWIII Campaign!), and one "Long Campaign" in which you choose any one of the major nations, a starting year of the war, and play vs. the computer until the end of the war through many randomly generated scenarios; and if that's not enough, the Game Editor allows you to create any type of battlefield you want with units you can build from the ground up.

Getting Started

We *strongly* recommend that you proceed step-by-step through the "Tutorial" section of the manual which begins on page 3 as it can familiarize you with the menus and aspects of a STEEL PANTHERS scenario. This section explains many of the basic concepts of how the game works; however, if you just want to learn about how the interface works as a whole, then turn to the "Game Play" section on page 21. A glossary at the end of this book also defines some commonly used terms in the game.

What Comes with This Game?

Your box should contain this rule book, a data card, and a STEEL PANTHERS CD. The rule book explains how to play and has important information on menus, scenarios, unit classes, and equipment. To play, install the game according to instructions on the data card.

Copy Protection

There is no physical copy protection on your STEEL PANTHERS CD, but in order to play, the CD must be in the CD-ROM drive.

Using the Mouse

Special Note: Whenever the mouse pointer is passed over a button or icon, a description of the button or icon's function appears in a bar at the top of the screen. This allows for quick and easy gameplay.

In this book, the term "click" means move the mouse icon (an arrow) to the desired area on the screen, and press either the left or right mouse buttons.

"Left-click" means move the mouse icon to the desired area and press the left mouse button.

"Right-click" means move the mouse icon to the desired area and press the right mouse button.

Saving Your Game

During play there are several occasions to save your game. To save a game you are currently playing, left-click on the Go to Save Game Menu disk icon in the Options Menu. You can save up to twenty-three games plus two E-mail games, depending upon your available hard drive space. To save a game, left-click on the slot you wish to save to, then type a title at the top of the screen or accept the default title. Press the Enter key when you are finished.

Playing by E-Mail

To play a game by e-mail, select the Go to Save Game Menu from the Options Menu and left-click on either E-mail 1 or E-mail 2 to save your game as an E-mail game. Player 1 is asked to enter a password before saving. Then send this E-mail game file to Player 2. To load the game simply select Load Save and load either E-mail 1 or 2. When the game is loaded Player 2 is asked to enter a password.

TUTORIAL

This tutorial provides step-by-step instructions to help familiarize you quickly and easily with the basic menus, options, and units in a STEEL PANTHERS battle scenario. A glossary on page 58 is also provided for quick definitions of terms, and the on-screen Unit Encyclopedia provides information on over 200 individual tanks and aircraft of the major powers in the war.

Main Game Menu

The Main Game Menu provides the basic game choices for STEEL PANTHERS.

Play a Campaign

Offers nine campaigns to choose from. For more information, see the "Campaigns" section, starting on page 22.

Load a Saved Game

Allows a saved game to be loaded.

Load a Scenario

Allows you to load individual scenarios without having to play through a campaign.

Battle Generator

Allows for the quick creation of new battle scenarios. You determine the nationalities for the battle, as well as the battle size, year, and more. Please note that this option is *not* the same as the Game Editor, below. For more information, see the "Battle Generator" section, starting on page 34.

Game Editor

Allows you to build custom scenarios literally from the ground up. You create the actual battlefield, complete with streams, hills, and several kinds of terrain. For more information, see the "Building Custom Scenarios" section on page 38.

Exit to DOS

Exits the game and goes to the DOS prompt.

For this tutorial, left-click on Campaign, *and then left-click on* Poland 1939. *An on-screen briefing of the scenario situation appears along with a brief video clip. Left-click anywhere on the screen when you are ready to continue.*

The Battle of Poznan

As commander of the German forces you have been given the task of breaking through the Polish lines defending Poznan, a town near the Warta river which can open the way to Warsaw, the capital of Poland.

Purchase Unit Formations

For every scenario in STEEL PANTHERS you tailor your army by purchasing unit formations with Battle Points.

This next screen is the purchase Core Units screen. The total number of Battle Points you have to spend is displayed in the upper center of the screen. Units are purchased in formation groupings called Platoons or Sections. In general, a platoon is three or more units grouped together and a section is usually a one- or two-unit group. A tank or vehicle unit represents one actual vehicle. Infantry units are squads which contain up to twenty individual soldiers. You may purchase from four general classes of units.

UNIT CLASSES

Armor

Formations consisting of tanks, half-tracks, and other vehicles covered with armor plating to protect them from enemy fire.

Artillery

Formations consisting of artillery, anti-tank guns, and aircraft. These units (except for aircraft) do not normally move on their own, but require a separate vehicle in order to transport them. Self-propelled or motorized artillery units are in the Armor section.

Infantry

Formations consisting of foot soldiers carrying a range of weapons from rifles and hand grenades, to bazookas and flame-throwers.

Miscellaneous

Formations consisting of mines, pillboxes, forts, truck transport, and barges.

Note: While purchasing specific unit formations, the statistics of the units appear. For definitions of the statistics, see the "Unit Information Screen" section, starting on page 31.

CHOOSING CORE UNITS

Core Units are units which continue to participate in every scenario in a campaign. Ideally, they are the most experienced, the most useful, and the most effective units in the army. There may only be a maximum of 24 Core Units.

When beginning the scenario a Submachine Gun Squad (SMG) is already provided, and it is the first formation listed as A0. Notice that it is listed on the right side of this screen. This area lists the units you have purchased so far. It is important to note that the "A" battalion commander (his rank is normally that of Major, "Maj") is always attached to the A0 unit. He is basically your overall leader for all of your troops. You may wish to purchase a command car or jeep to quickly transport this unit across the game map or load it onto a tank or armored car from another formation. Each individual unit (tank or squad) has a leader, normally a Sergeant (Sgt) attached to it. Additionaly, a formation (section or platoon) normally has a Lieutenant (Lt.) who is physically attached to the "0" unit (B0, C0, and so on). Units A0, B0, and so on, are often referred to as Headquarters (HQ) units. Leaders and their roles are discussed in more detail later.

To view what units are in a formation, left-click on the formation's name in the Select Formation menu in the middle of the screen. The formation statistics appear and allow you to choose the units within that formation. To buy the formation, left-click on Buy Formation, or press the B key on the keyboard. If you purchase a formation by mistake, simply left-click on its name on the right side of the screen. That formation is then deleted from your current list and the battle points restored to you to purchase another formation.

For the tutorial, please purchase the following to make up the Core Units of your army.

Armor
▶ *Two Mixed Panzer Platoons (Mixed Pz Plt). Each comes with two Pz IVc tanks and three Pz-38(t)'s. Left-click on* Mixed Pz Plt *then left-click on the* Pz IIIe *listing to upgrade the Pz-38(t)'s to Pz IIIe's, which are stronger, have more firepower and cost only a little more.*

▶ *One Armored Car Section (Sdkfz-231)*

Artillery
▶ *One Mortar Section (81mm)*

Infantry
▶ *One Rifle Platoon (Sub-machine Gun "SMG Squad")*
▶ *One Engineer Plt (Engineer Sqd)*

At this point you have seven formations with a total of 23 Core Units out of the 24 unit limit.

Since there is one available unit slot left, purchase another Armored Car Section (Sdkfz-231) Please note that a section normally contains a minimum of two units but since only one slot is left you can buy one unit by itself. Purchasing partial platoons or sections also works well if you don't have enough money to purchase the entire platoon or section. You now have purchased 24 Core Units.

Once you have finished purchasing your Core Units, left-click on Done.

CHOOSING SUPPORT UNITS

You are now ready to buy up to a maximum of 24 additional Support Units. Unlike Core Units, which go from scenario to scenario in a campaign, Support Units are only available for the current scenario, and new ones must be purchased at the start of each new scenario. Also, this is the only time you may purchase off-map artillery and planes.

For the tutorial, purchase the following units to make up the supporting forces of your army. As you purchase them, their names appear on the right side of the screen and are designated with an "S" for "support."

Artillery
▶ *One Inf Artillery Battery (containing three 105mm batteries and one 150mm battery)#*
▶ *One Strike Element^ — Stuka airplane (if available)*
▶ *One 88mm Section (88mm AA-Gun **)*

Miscellaneous
▶ *One Prime Mover Section — heavy half-track vehicle (to carry the 88mm guns)*

At this point you should have ten support units, and can buy an additional 150mm battery from the artillery menu.

Special Note:

^ — Aircraft are available for purchase on a random basis and are dependent on the time of year, the battle fought, and the nationality's current general air superiority at that point in the war.

* — A single asterisk (*) after a formation's name indicates that it requires a vehicle such as a truck or half-track to transport it.

** — Two asterisks (**) after a formation's name indicates that it is a large artillery piece and requires a *large* truck or "heavy mover" to move it.

— A pound symbol (#) after a formation's name indicates that it is an Off-Map artillery piece or plane.

Certain types of artillery and all aircraft are denoted as "Off-Map" units. This means they are not represented physically on the battle map but are actually far away from the current combat area. A leader unit (A0, B0, and so on) basically radios in a hex location for these Off-Map units to shoot at. Refer to the "Tutorial Bombardment Menu" section on page 10 to see how this works.

Once you have finished purchasing your Support Units, left-click on Done .

Main Game Screen

Now select Human Deploy from the available menu choices. The next step is to place the units you just purchased on the Battle Map in the Main Game Screen.

BATTLE MAP

Hex Description Bar
Victory Objectives
Currently Selected Unit
Current player Nationality
Orders Menu
Options Menu
Overall Map
Unit Information Bar

The Main Game Screen is where most of the game is played. The Battle Map, the actual playing area, is composed of individual hexes and each hex equals about fifty yards.

There are four main display sections of the Main Game Screen: the Battle Map which displays the battlefield terrain and your units; the Unit Information Bar; a small Overall Map; and Game or Options Menus.

To see different portions of the Battle Map, moving the mouse to the upper border scrolls the map up, moving the mouse to the right border scrolls the map to the right, and so on.

Unit Information Bar

During gameplay, the Unit Information Bar along the bottom of the screen displays the current active unit's information as follows:

▶ The current unit's formation designation such as A0, A1, and so on.

▶ The unit's name.

▶ The movement status such as "Dug-in," "Pinned," or "Moving Fast."

▶ The firing status, which usually lists the most recent target this unit shot at.

▶ "SHOTS" shows the number of times this unit may shoot during this turn. The first

number is the main weapon, the second number is additional weapons. For example, a tank always has a main gun and usually one or more additional machine guns.

▶ "MOVES" shows the unit's number of movement points remaining. If "Moves" is not displayed then it means the unit may not move.

▶ "RANGE" shows the unit's attack range in hexes. If the range is 5, then this unit automatically starts shooting at enemy targets when they move within 5 hexes (250 yards away).

▶ "Turn" is the current turn number.

▶ "Length" is how many turns the current scenario lasts. A scenario normally lasts 10 to 20 turns.

Overall Map

The Overall Map (in the lower-right corner of the screen) provides the view of the entire battlefield. To quickly move to an area, left-click over where you wish to go on the Overall Map. Note that the farthest distance in hexes any unit can see (visibility) given the current weather conditions is displayed above this map when the Options Menu is active.

Zoom In/Out

 To view the entire Battle Map at different magnifications, left-click on the Zoom In or Zoom Out icons.

Hot Keys and Menu Icons

For easy play in STEEL PANTHERS, the menu icons have their keyboard equivalents marked in their lower-left corners. For example, the "Zoom In" and "Zoom Out" icons have a "+" and a "-", respectively. The hot keys are only available when the appropriate active menu is visible on screen.

Hex Description Bar

At the top of the Main Game Screen is a red Hex Description Bar which describes the hex which the mouse pointer is currently over. If the hex is occupied by a unit, the red bar describes the unit's identification, combat status, and the height and terrain type. If the hex is empty, then the hex coordinates and type of terrain appear.

Deploying Formations

Special Note: Not all of the Deploy Menu icons are described in this Tutorial. For complete definitions, see the "Deploy Menu" section, starting on page 24.

Victory Objectives

The winner of a scenario is the side with the most accumulated points when the scenario ends. Points are accumulated for all the scenarios you complete during a campaign. Points are accumulated in two ways, by comparing the number of enemy units you destroy vs. how many of your units are destroyed, and most importantly by capturing (being the last unit to have moved a unit into the hex) geographical objec-

tives. Nationality flags mark each Victory Objective hex and which side currently controls it. On the small Overall Map in the lower-right corner of the screen, the objective hexes appear as red dots. When you capture Victory Objective hexes, the enemy flags turn into the flag of your units' nationality. A white flag with a large "V" on it represents a neutral Victory Objective hex which neither side has captured yet. This icon acts as a toggle, so if you left-click on it you may hide the Victory Objective flags in order to see the terrain underneath.

You decide that the road to Poznan is probably heavily defended, so you split your forces into two groups: a North Group to cross the stream and avoid enemy entrenchments, and a South Group to capture the bridge and defend the first of the Victory Objectives.

Placing Units

Notice that the A0 unit is currently the active unit. To place it onto the map, move the mouse pointer to hex location 36,35, and left-click. Notice that after placing the A0 unit on the map that the B0 unit is now the active unit. The long gray hex border marks battle lines and the limit of deployment. For example, German units may only be placed to the left of this vertical dark gray line of hexes for this scenario. Normally, only one unit occupies a hex at a time. If two units occupy the same hex, move the mouse pointer inside the hex until the name of the unit you want appears in the red hex description bar, then left-click. If you wish to stack two units in a single hex, press the shift key on the keyboard and left-click on a hex already occupied by one of your units.

Order of Units

The units you place are in the order they were purchased, with the Battalion Leader formation being the first ("A" formation), the second formation being the "B" formation, and so on.

Go to Next Unit or Go to Previous Unit

To cycle unit by unit through your list of units, press the N key on the keyboard or left-click on the Go to Next Unit icon, or press the P key on the keyboard or left-click on the Go to Previous Unit icon.

Deploy Entire Formation

This allows you to deploy entire formations in one stroke. Example: To place the entire "B" formation, select one of the units from the "B" formation (B0, B1, B2, and so on), then left-click on Deploy Entire Formation, (or press A on the keyboard) and then left-click on the hex where you would like to center the entire formation.

Go to Next Formation

There is also a Go to Next Formation icon allowing you to quickly cycle through your list formation by formation. To do so, press the Go to Next Formation icon, and to deploy it press the Deploy Entire Formation icon, and then left-click on a map hex.

Note: You are not able to place Off-Map artillery and aircraft units like the 150mm artillery and Stuka you purchased earlier. More about these units is discussed later.

Place one tank formation, one infantry Engineer formation, both armored cars, and the 88mm guns near the bridge to attack, seize, and then defend the bridge. For protection and direct bombardments on enemy positions place the 81mm mortars in the trees around hex 33,43.

Place the remaining units near the stream to the north, around hex 39, 11.

You should load infantry onto vehicles such as tanks or armored cars so they can be transported quickly into combat.

Loading Units

To load units onto vehicles, the units must be in a hex adjacent to the transport. Infantry, anti-tank (AT), and On-Map artillery units can be loaded onto vehicles by first selecting the unit, left-clicking on Load Unit onto Vehicle, and then selecting the tank or truck. It is generally an excellent idea to load infantry onto tanks or other vehicles so that they may be moved quickly from place to place. Also, infantry can spot enemy units better than most vehicles, so infantry on a vehicle can help the tank spot enemy units better. This helps the tank avoid being ambushed as easily by enemy infantry who are hiding in trees or buildings.

Note: Infantry can be loaded onto any vehicle, but most anti-tank guns or large artillery, like the 88mm AT, can only be transported by large trucks. When listed, equipment that requires large trucks is followed by two asterisks "**."

In future scenarios with water assaults, barges are needed to carry tanks across the water. Infantry, however, often carry rubber rafts with them and do not need special river transport.

TUTORIAL BOMBARDMENT MENU

Off-Map and indirect bombardment is one of the more difficult elements of STEEL PANTHERS to master, but learning to use artillery fire and smoke effectively is important and can be very satisfying.

After you have placed your units where you want, you can order a bombardment mission to strike at targets before the game begins. Note that the menu is only available if you have artillery or air-support, and comes in two types of bombardments: High Explosive

(HE) and Smoke. Left-click on this Bombardment Menu icon. A list of the available Off-Map or indirect fire support units appears. Next to each unit ID is an HE fire icon, a smoke icon, a cancel icon, and a number which is the delay length. The delay length is the number of turns it takes the artillery to get a fix on the target, fire the shells, and for the shells to strike. For example, a 0 means the unit can fire at the end of the current turn, a 1 means the unit cannot fire until the end of the next turn, and a dash (-) means no target has been set. If the cancel button appears to be pushed down when you try to select a hex, then that hex is out of range.

If you left-click on an artillery unit's name the map centers on the last target set and displays whether it is to be hit by an HE fire or smoke mission.

If you right-click on an artillery or air unit's name the full unit statistics including the amount of ammunition are displayed. Left-click anywhere to return to the bombardment menu.

Pre-Planning a High-Explosive (HE) Bombardment Mission

To attack targets with High Explosive (HE) rounds, left-click on the desired target hex then left-click on the HE fire icon next to the name of the unit you wish to use. A small explosion icon is placed on the map to remind you where you have asked this unit to fire. Left-click on Done when you have finished selecting all targets.

Note: Do not select target hexes close to the bridge, as the artillery is not always accurate and might blow up the bridge! Keep in mind that HE can sometimes set forest or building hexes on fire!

Select village hexes (around 81, 37) to bombard with your Stuka airplanes, as well as several 150mm barrages; the rest of the artillery should be used to target smoke missions to limit the enemy's view of your movements.

Pre-Planning a Smoke Bombardment Mission

Smoke screens can be both beneficial and hazardous: while they provide the most effective cover for unit movement, they also limit your own units' Line of Sight (LOS) and their ability to target enemy positions and use direct fire. Smoke can be essential to your units' survival especially when advancing against prepared defensive positions across open terrain.

To attack targets with smoke rounds, left-click on the desired target hex, then left-click on the smoke icon next to the unit you wish to use. A small smoke icon is placed on the map to remind you where you have asked this unit to fire smoke.

Note: Keep in mind that smoke tends to drift across the battlefield, dissipates after several turns, and, most importantly, units cannot directly fire through smoke-covered hexes to enemy units (unless they use Direct Fire).

Cancel Fire Orders for the Current Unit

Cancels the current orders for that artillery unit, so that your units are not attacked by friendly fire.

You suspect that there are enemy troops on the hill around hex 57, 38 and that they have good visibility of the bridge. Drop 105mm smoke rounds in front of the hill as well as along the road, and up north to cover your units as they cross the stream.

Now you are ready to begin gameplay and give orders to your units. Left-click on Quit to exit and then on Quit Deploy.

For more information on the rest of the Deployment Menu, refer to the "Deploy Menu" section, starting on page 24.

Orders Phase

After the initial pre-bombardment, you can play the game and command your units by left-clicking on Start Turn.

Once the Main Game Screen appears you are in one of two main menus. The first is the Orders Menu. This is where you give direct orders to your units. Left-clicking on the Options button displays many options such as saving games, turning off sound, and more. Left-click on the Orders button to return to the Orders Menu.

After the initial pre-bombardment strike resolution is displayed, your units are ready and awaiting your orders.

The screen centers on your A0 command unit. You can then left-click on the Next Unit or Previous Unit icons to cycle through your entire force or left-click directly on another unit on screen to select it.

GAME TURNS

Each scenario in STEEL PANTHERS is made up of a number of turns, and each turn equals several minutes of real time. Basically you move and fire all your units and then your opponent does the same. The Poznan scenario has ten turns. In each turn you and the enemy are given a chance to move and load units, attack enemy units, rally troops, and call for artillery and air-support bombardments.

For complete descriptions of the Order Menu icons, see the "Orders Menu" section, starting on page 27. Now for some important game concepts.

Moving a Unit

First, left-click on a unit to activate it. A red hexagon-shaped border surrounds the currently-active unit. When a unit is first selected it displays lighter-shaded hexes around it to show where it can move to given its movement points. This is the "move radius." The darker-shaded hexes are areas where the unit cannot move to. To move the active unit, simply left-click on a light-shaded hex and the unit moves toward that hex.

LOS and Unit Facing

After left-clicking on a unit to select it, move the mouse pointer to an empty hex nearby and right-click. This shows you the area this unit can visually see or its "Line of Sight" (LOS) given its current facing. Facing is important since obviously you can't shoot what you can't see and units such as tanks generally have good armor at the front of the vehicle and poor armor in the rear. You should turn your units to face the enemy to receive the benefits of the better frontal armor and so you can see the enemy. To change a unit's facing simply right-click several hexes away from the unit in the direction you want it to face. Notice that the cone of view changes and if you changed the facing far enough, the unit actually turns in place. Try right-clicking one hex at a time in a clockwise direction to slowly spin the unit 360° to see the unit's LOS change. Changing facing costs no movement points.

Hint: It is much easier to destroy vehicles when shooting them in the rear or in the side.

Units are able to directly fire only when enemy units have been spotted, or in other words, are in the unit's LOS. Keep in mind that some units are difficult to spot, depending on their type and the terrain they are in. Also, infantry can spot enemy units much better than vehicles.

Smoke shells are often used to obscure an enemy's LOS.

Moving Several Units at Once

The All Formation Mode On/Off icon allows you to select whole formations at a time. Just left-click where you wish one unit to go and the others follow it. Bear in mind, however, that when units move as a whole formation, they seldom stay in a straight line. "ALL" is displayed next to the formation ID (A0, B0, and so on) which lets you know that you are currently moving entire formations with one left-click. Left-click on the All Formation Mode On/Off to switch back to single unit move mode.

Movement Status

A unit's current movement status affects its ability to hit targets and to be hit by enemies. There are many types of movement status.

▶ Positioned — Ready for action. Your units have a much higher chance of hitting targets and of spotting enemy units if they haven't moved.

▶ Dug In — Entrenched in a prepared position. Some units may start some scenarios dug-in. Visually this looks like a trench for infantry, and circles of piled-up sandbags for tanks and artillery pieces. Units are difficult to hit when "Dug-In," or in protective cover such as under trees or inside buildings.

▶ Moving — Moving in a direction no more than half of its possible movement. Moving units do not spot enemy units as well as positioned units.

▶ Moving Fast — Moving more than half of the unit's possible movement or more. Fast moving units do not spot enemy units very well.

▶ Pinned — Unit may not move and it shoots and spots enemy units less effectively. Being pinned is caused by taking a lot of suppression (basically being shot at). Suppression is discussed in more detail a little later.

▶ Routed/Retreating — Unit is running away from the battle. Basically their morale is broken and they have panicked and don't want to fight anymore. Routed units are out of control, they move on their own, cannot shoot, and are basically useless unless or until they can be rallied by a leader.

▶ Immobilized — Unit is damaged and unable to move.

Keep in mind that if a unit such as a tank is moving at its fastest rate it is going to be difficult for the enemy to hit, but it also limits the tank's accuracy if it tries to shoot while moving.

Opportunity Fire

When moving one of your units in your turn it may be fired on by an enemy unit if the enemy unit is in range and LOS of your moving unit. This is called Opportunity Fire (OP Fire). A unit's ability to use OP Fire depends on whether or not it has used up all of its ammunition in its own attack turn or not. For example, if a German Panzer IIIe tank has a total of six shots, and fires four in its attack turn, this leaves it with two shots left over for OP Fire during the opponent's turn. The number of shots remaining is shown on the status bar, below the Battle Map. If a unit is fired upon by a previously unseen enemy it stops moving to await your orders to return fire, keep moving, or just stop, and if carrying infantry, the infantry disembark to seek cover. Range (which is displayed in the information bar below the Battle Map) is important in relation to OP Fire, as your units cannot use OP Fire on enemy units if they are out of this listed range. So, if you wish to have infantry squads wait in buildings, or in the trees to ambush vehicles coming down the road then set the range to 1 so that they do not OP Fire until the enemy vehicle moves adjacent to it. OP Fire happens automatically unless the range of your unit's weapon is set to 0. Weapons are more accurate the shorter the distance to the target.

Turn 1

North Group: *Your units should cross the stream near the sandy area, but due to the high movement cost of crossing a stream, the units must cross it in Turn 2. A unit's remaining movement points are shown in the center of the status bar, below the Battle Map.*

Movement Cost

Each terrain has a different point cost to cross. Below is a table listing the four types of ground units and the movement costs to cross different types of terrain.

UNIT TYPE	TERRAIN TYPE AND COST TO CROSS					
	CLEAR	PLOWED FIELD	SLOPE	TREE	STREAM	STONE BLD
Infantry/Horse	2	3	1	6	2	2
Truck/Jeep	3	4	4	6	12	18
Half-track	2	2	3	4	9	15
Tank	2	2	2	2	6	12

UNIT TYPE	TERRAIN TYPE AND COST TO CROSS					
	DIRT ROAD	BRIDGE	PAVEMENT	SWAMP	ROUGH	SHELL HOLES
Infantry/Horse	1	1	1	3	3	3
Truck/Jeep	1	1	1	12	15	6
Half-track	1	1	1	9	12	4
Tank	1	1	1	6	9	3

Note: Winter conditions can raise the movement cost of terrain.

South Group: *Have your armored cars capture the bridge and spot defensive enemy units. Tanks should fire High Explosive (HE) rounds at the enemy and Engineer infantry units should attempt to occupy the hex next to the enemy so they can use hand grenades or flamethrowers. For support, load the 88mm guns onto their heavy transports and move them toward the bridge in preparation for crossing and then placement in Turn 2. The units which cross the bridge should be turned to face their better-armored sides in the directions where more enemy units are expected to appear.*

Set Direct Fire Target and Fire Weapons

When units can fire their weapons at a nearby target, the mouse pointer turns into a red cross hair when the mouse is moved over it. If the mouse pointer is over an enemy unit but it is *not* a red cross hair then you are out of range or the active unit cannot see the target.

To fire at a unit, left-click when the cross hairs are over the enemy unit. Alternatively you may left-click on Set Direct Fire Target or press the T key on the keyboard. This brings up a sub-menu where you may select the next or previous buttons to cycle through all currently available targets. Notice that the range-to-target, and the hit chance is displayed at the bottom of the screen. This is very helpful as the hit chance is the percentage chance that your unit may actually hit the target. In this sub-menu left-click on Fire Weapons at Target to fire immediately, or left-click on Set Direct Fire Target to let the unit know which enemy target you want them to shoot at. The target the active unit last fired at (or the one you have just set to fire at) is displayed in the lower-left of the screen.

If a target is displayed in the lower-left, then all you have to do to fire at that same target is left-click on Fire Weapons at Target. To change targets, left-click on Set Direct Fire Target and select a new target.

Direct Fire

Direct fire is when a Infantry or Engineer unit uses a flamethrower or satchel charge/anti-tank mine to attack an adjacent hex. Other units may use this option to shoot at specific hexes where they cannot see the enemy (even when covered by smoke). For example, artillery can shoot at a building where suspected enemies may be lurking. Keep in mind, however, that when firing at smoke-covered enemies, this type of fire can be very inaccurate as the unit can't see who its shooting at.

Artillery Bombardment Missions

Leaders for each unit have an Artillery rating that shows how good that leader is at calling in bombardment missions. To have a successful bombardment, left-click on a unit whose leader has a good Artillery rating, and can see the hex you want to target. Then left-click on the Bombardment Menu icon. Next, select a target hex on the Battle Map, then select either the HE fire or smoke icon next to the unit you want to use.

Keep in mind that spotted enemy units make them easier targets for bombardments. When artillery hits it normally scatters a hex or two, but if the area has not been spotted by the leader that calls for the bombardment, then the accuracy can be poor and the artillery rounds can scatter much farther, sometimes as many as six hexes away from the targeted hex.

Once artillery units and aircraft use up their supply of ammunition, there is no resupply and the units are no longer displayed in this menu.

Note: Being aware of the delay time it takes for bombardment support to reach the battlefield can be crucial in winning a scenario as well as keeping your men away from target areas. Smoke can also result in an aircraft pilot firing on friendly units which he may think are enemy units. Also note that if you overrun a position before your artillery bombardment begins (and you don't cancel it) your own troops may be destroyed. If your troops are in an area your artillery is about to target, then go to the Bombardment Menu and select cancel for the units you wish to stop firing.

Hint: If artillery has fired once at a given hex, and you would like for them to fire again at the same hex, you can fire a second time at that same hex with a delay of 0. Left-click on the name of the unit in the Bombardment Menu, the hex shaped cursor centers over the last hex the unit shot at. Left-click on the HE fire or smoke icon in order to have the shortest possible delay length of 0. This way you can create an intense artillery barrage which can hit the same area several turns in a row.

Ending Your Turn

After you have moved all your units and decided to call for artillery support, left-click on End Turn. It is then the enemy's turn and it moves its units, displays combat results, and the next turn begins.

Turn 2

North Group: *As your units cross the stream they do not encounter enemy units.*

South Group: *The smoke is thick and the units' LOS is impaired, hiding the enemy until your units are in the hex next to them. You should not let your units use up all of their ammunition (SHOTS) in case the enemy returns to attack during its turn. If your units have shots remaining then the remaining shots can be used for OP Fire.*

You should send several tanks north to take out enemy fortifications on the hill, and the 88mm guns should be unloaded off of their heavy transports in a position to defend the bridge.

Clearing Mines or Obstacles

Certain units such as engineer infantry or mine clearing tanks can clear away mines if they end their turn in or adjacent to a mined hex. Engineer units search and attempt to clear mines in hexes they occupy or in hexes directly in front of them at the end of the turn.

Turn 3

The artillery bombardment you called for earlier fires on the buildings in the village, as well as the hill at 57,37, where enemy units are.

North Group: *The enemy has neglected to defend the areas to the north of the village, so your units should make a direct line for the nearby dirt road. Once there, they can travel more quickly in Turn 4.*

South Group: *You may notice that units which have been shot at show increased suppression which lowers the units' morale. A leader can rally units which lowers suppression and raises morale. Units may surrender if their suppression is high and they take losses from an adjacent unit firing at them.*

Suppression

Whenever a shot is fired at a ground unit, the men in that unit automatically stop what they are doing and seek cover and they will return fire if possible. Suppression points measure the unit's chance to recover and are based on the unit's morale. When men are killed, leaders lost, adjacent units rout, or a unit is near a hex which is being bombarded

by artillery, the unit suffers the most suppression. Even being in the immediate vicinity of burning tanks, being in a burning hex (forest or building), and being near other friendly units being attacked can cause suppression. Units which are suppressed suffer loss of available OP fire and even movement. See the Rally section below to learn how to lower suppression.

Morale

No one likes to get shot at, so when a unit is suppressed by enemy fire, the unit's morale is checked: the higher the unit's morale, the lower the suppression will be. If a unit has low morale, however, it may become pinned, routed, retreat, or even surrender. To increase a unit's morale, the men look to their formation or unit leaders.

Leaders

Each formation has a leader with the ability to raise the morale of his units by rallying them. This formation leader is called the HQ Leader. In turn, each individual unit also has a leader, called a Squad Leader, who can rally his troops as well. The A0 or Battalion commander can in some instances also rally units. Some leaders are better than others, and when a leader is killed, he is replaced by the next highest-ranking soldier. STEEL PANTHERS has based leaders' abilities on historical information, so the results can be very similar to what actually happened in the war. To view your formation leaders left-click on the HQ Menu button from the Orders Menu. To view unit leaders right-click on the unit you wish to look at.

Leaders' most common function is to affect the unit's chances to successfully hit a target. These are "Infantry," which is how well this leader commands infantry type units, "Artillery," which is how accurate this leader is when calling in bombardment missions, and "Armor," which is how well this leader commands armor type units. The more points a leader has in a category, the more accurate his targeting ability is in that category. For example, if a tank targets an enemy tank and the current hit chance displayed on screen is 69%, then this is the base chance to hit the enemy tank. Basically the leader's "Armor" rating can lower this number, not change it, and can possibly double it depending on his "Armor" value and how well the chance to hit is.

Rally

Rallying is how suppression is lowered and the morale of units is raised. Left-click on the Rally button to have the highest ranking officer in the area (within 5 hexes) attempt to rally the unit. When a leader successfully rallies his troops the unit gets a boost in its morale and its suppression is lowered. Once successful, a leader may attempt to rally the unit several more times, until he fails. If he fails, then the next lowest-ranking leader may attempt to rally. You may never attempt to rally if the suppression is less than 2, or, if a unit has lost half of its men in casualties its suppression cannot be raised above 10.

There are three types of ranked leaders:

The Battalion Commander — Can rally any unit as long as he is within five hexes of the unit.

The Formation Leader — Can attempt to rally the units in his formation (if he is within five hexes of the unit).

The Unit Leader — Can attempt to rally the men in his single unit.

When failing to rally a unit, a leader has to wait until the next turn to try again. With renewed fighting spirit, retreating or routed units can press on to achieve Victory Objectives.

Units which are out of the five-hex range of the leader may not follow orders until they have been successfully rallied. If units have radios then they are never out of contact with their leader (called CHQ Link), but still must be within five hexes of the formation leader in order for that leader to assist in rallying the troops.

Note: Units automatically attempt to rally at the end of each turn because the game default is set to have this occur. You may still want to Rally units during your turn in order to have them see, move, and shoot effectively if they are suffering from suppression. To speed up combat resolution if you are playing on a slower machine you can left-click on the Auto Rally button in the Options Menu so that units to not automatically rally at the end of the turn. If you do this however, you need to make certain that you are manually rallying your troops during each turn.

Hint: When manually rallying your troops don't forget to keep left-clicking on the Rally button until you get the message stating that the unit is unable to rally anymore.

Surrender

A unit's surrender is determined by its losses and morale rating. You must be within two hexes to force an enemy unit to surrender.

Turns 4 – 5

North Group: *All units should continue to approach the village by use of the roads, but stay at a distance because of the delay from any new artillery bombardments you may have called for.*

South Group: *The tanks on the hill discover more enemies. The 81mm mortars should use direct fire to target the enemy. The mortar units are inspected (by right-clicking on them) to see their unit information and which has the best leader Artillery Command value.*

Unit Information

Right-click directly on the active unit to view its statistics. The unit's name, HQ Link (which is whether it is in or out of contact with its leader), weapon type(s), amount of ammunition, experience, morale, and leader information is displayed. The amount of ammunition remaining is displayed for both High Explosive (HE) and Armor Piercing (AP), and the armor diagram indicates a unit's front, side, and rear armor ratings for both the turret and hull separately where applicable. Red armor numbers indicate that the top of the unit is not covered with armor (open topped), and is more susceptible to enemy attacks. For more information about the unit statistics see the "Unit Information Screen" section on page 31.

Turns 6 – 10

North Group: *After more artillery bombardments, move the tanks in to capture Victory Objectives. Unload your infantry units so they can fight against enemy infantry.*

South Group: *For this and the remaining turns, all units in the south group should attack enemy units on the hill and defend the bridge.*

After the Battle

Immediately after the last turn, the scenario score and victor is displayed. Next you have the opportunity to review the positions and units left on the battlefield for your side. Hit the Quit button to continue. Next you can review the positions and units left on the battlefield for your opponent. Hit the Quit button to continue.

CAMPAIGN SUMMARY

The next screen is the overall summary of the campaign, the total number of marginal and decisive victories, and the Campaign Score are displayed.

SCORE

The number of Battle Points won appears for destroying enemy units and capturing Victory Objectives.

CHANGE/REPAIR

You may now repair or upgrade any/all of your units which survived with Battle Points won during the battle. Also, keep in mind that new Support Units need to be purchased for the next scenario.
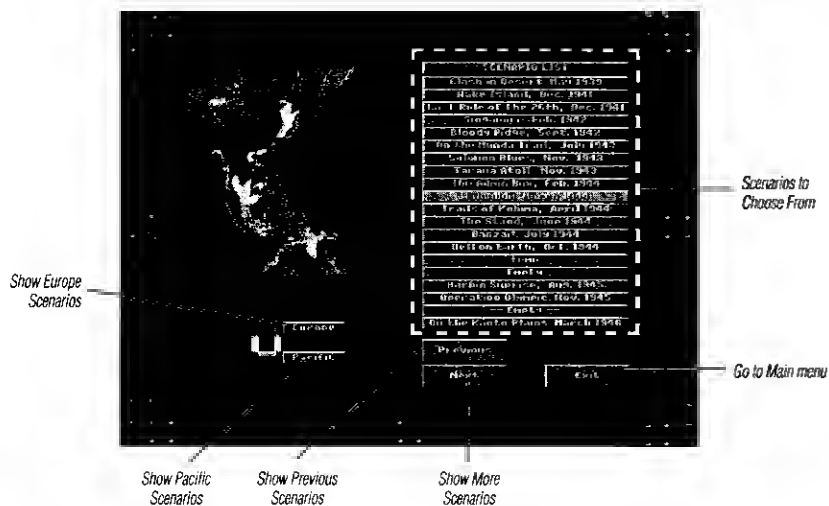
SAVE OR EXIT

To save a game during play, left-click on Options, and select Save Game. Choose a slot to save the game to, or use the default slot and type in a name (one is already provided.) To exit the game, select Quit. For more information on game options, see the "Options Menu" section, starting on page 29.

Now that you have completed your first STEEL PANTHERS scenario, feel free to either continue the current campaign, begin another, design a quick battle with the Battle Generator, or go all out and create your own scenarios with the Game Editor.

GAME PLAY

Load Scenario or Campaign

Show Europe Scenarios

Scenarios to Choose From

Go to Main menu

Show Pacific Scenarios   Show Previous Scenarios   Show More Scenarios

This map display shows the map of Europe or the Asia/Pacific area. An icon on the lower-left corner switches between the Europe and Pacific maps. The menu contains all the scenarios or campaigns available. This menu displays a limited number of scenarios at a time. Left-click on Next or Previous to scroll through the list.

Campaigns

There are several campaigns which feature the main theaters of the war in Europe, and one campaign in the Pacific. Each campaign is made up of several linked scenarios which last between 10-20 turns each. After each battle is fought in a campaign the Core Units which survived carry over to the next battle. Units' morale and experience can improve over time, and leaders statistics also improve over time. You may rebuild, repair, or upgrade each unit between battles.

EUROPE CAMPAIGNS

▶ **Long Campaign** — Command any of the major powers (US, US Marines, British, Russians, Germans, or Japanese) throughout the entire war in Europe and/or the Pacific. You also determine the year and month you want to start the campaign and it always goes to the end of the war. This is the big one! Scenarios are generated randomly, where the other campaigns have set scenarios and detailed interconnected victory paths from scenario to scenario. If you begin this in 1939, you could have 20+ possible scenarios in one campaign. In the Long Campaign you can even keep playing if you lose a scenario or two.

▶ **Poland 1939** — Command the German Army in it's invasion of Poland.

▶ **France 1940** — Command the German Army against the French.

▶ **D-Day** — Command American units in the D-Day Normandy invasion.

▶ **Battle of the Bulge** — Command the German Army's attempt to break the back of the Allied forces in Europe.

▶ **Operation Market Garden** — Command the British Army's attempt to capture a series of bridges and drive into Germany.

▶ **Russian Summer Offensive 1944** — Command the Russian Army as it begins its 1944 summer offensive.

▶ **WWIII** — Patton's dreams come true as the U.S. battles Russia for control of Germany.

PACIFIC CAMPAIGN

▶ **Philippines 1941** — Command the Japanese Army as it invades the Philippines and attempts to defeat the Americans.

UNIT EXPERIENCE AND TRANSPORTATION TYPE

Select the type of experience quality your units are to begin the game with, as well as their automatic method of transportation. The more experienced the troops, the more

expensive they are. So, for example if you choose "Veteran" then you may not be able to buy as good of equipment if you were to choose "Green". These options are only available with the Long Campaign, the Battle Generator, or the Game Editor.

EXPERIENCE

Green — little or no experience

Average — moderate experience

Veteran — highly experienced

TRANSPORTATION

Foot — infantry must buy transport separately

Mechanized — infantry units have half-tracks (if available)

Motorized — infantry units have trucks

Note: If choosing Mechanized or Motorized transportation, then each infantry unit you buy is equipped with a transport that does not take up an available unit slot but the cost of buying infantry is increased by the cost of the transport that automatically comes with them. Example: The maximum number of units is normally 48 (24 for Core & 24 for Support). If you choose "Motorized" and buy 10 infantry units in the purchase menus out of a possible purchase total of 48 Core/Support units, then you actually have 10 trucks added to the base 48 so that when you start the scenario you have a total of 58 units!

Deployment

AUTO DEPLOY

Allows the computer to deploy your forces automatically for a quick setup of the game. If you choose Auto Deploy it takes you to the Deploy screen to show you where the computer placed your units. You can then change unit positions if you wish.

HUMAN DEPLOY

Allows you to deploy your forces manually. See the "Deploy Menu" section on page 24, for more information.

SAVE GAME

Allows you to save your current game at the deployment phase.

PLAY GAME

Goes to the Start Game Menu.

QUIT GAME

Exits to the Opening Screen Menu.

Deploy Menu

DEPLOY ENTIRE FORMATION

Allows an entire formation to be deployed on the Battle Map. After selecting this icon, simply left-click on the hex you want the current active formation to be placed around.

GO TO NEXT FORMATION

Selects the next formation in the roster. For example, going from formation D to formation E.

GO TO HQ MENU

Allows you to view the names of all of your formation leaders, gives you a list of all your formations and a status abbreviation for each unit, allows you to set some formations to computer control, and you can set way-points (a detailed path from point-to-point) for formations to follow. In order to use way-points, left-click on the way-points icon and then left-click on the points you want them to follow on the map; be sure that the formation is set to computer control or your way-points will not be followed.

ASSIGN CURRENT UNIT TO NEW HQ

Assigns the current active unit to the new selected formation.

GO TO NEXT UNIT

Selects the next unit in the order you purchased them. For example, going from unit B1 to unit B2.

GO TO PREVIOUS UNIT

Selects the previously selected unit, in order of purchase.

CENTER ON ACTIVE UNIT

Centers the screen on the current active unit on the map..

LOAD/BOARD UNIT

Mounts or dismounts infantry or artillery units from tanks, vehicles, barges, or unloading from rafts. Only one squad of infantry or one artillery piece may be loaded onto a single vehicle, barge, or raft. Note: Most infantry carry inflatable rafts with them. To use the rafts, simply move the unit next to an all water hex and then left-click on the all-water hex. The unit icon turns into a raft. Move the raft across the river. To get off the raft, use this button or move the raft onto a partial land hex. Please note that infantry only carry one inflatable raft.

SHOW UNIT VISIBILITY

Shows the current unit's LOS (Line of Sight) or visible hexes that it can see in the direction it is facing.

BOMBARDMENT MENU

Brings up the Bombardment Menu where hexes can be targeted for artillery/aircraft HE or Smoke bombardments. Basically active formation leaders (A0, B0, and so on) who can see the enemy, radio in a hex location for Off-Map artillery and/or planes to attack. For more information see the "Tutorial Bombardment Menu" on page 10 and the "Artillery Bombardment Missions" section in the tutorial.

Pre-Planning a High-Explosive Bombardment Mission

First access the Bombardment Menu. To attack targets with HE rounds, left-click on the desired target hex, then left-click on the HE fire icon next to the unit name. A small icon matching this one is placed on the map to remind you where have asked this unit to fire.

Pre-Planning a Smoke Mission

First access the Bombardment Menu. To attack targets with smoke rounds, left-click on the desired target hex, then left-click on the smoke icon next to the unit name. A small icon matching this one is placed on the map to remind you where have asked this unit to fire smoke.

Cancel Fire Orders for the Current Unit

First access the Bombardment Menu. Left-click on the unit name to determine where the unit is currently targeted to attack with HE or smoke. Left-click on this button to cancel the current order for that artillery unit, so that your units are not attacked by friendly fire.

VICTORY OBJECTIVES ON/OFF

Turns on or off the Victory Objective hexes on the Battle Map.

ENTRENCH ALL UNITS

If you are playing in a "Defend" Mission, all of your units automatically start the scenario "Dug-in" or entrenched.

BUILD MINEFIELDS AND DRAGON'S TEETH

Allows you to place mines and dragonteeth you have purchased. Dragonteeth are anti-tank obstacles. You may place up to four mines per hex and up to two dragonteeth per hex.

CLEAR SCREEN

Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of the terrain. This button toggles smoke on/off.

ZOOM IN

Magnifies the Battle Map.

ZOOM OUT

Decreases the magnification of the Battle Map.

SAVE GAME

Saves the game at current deployment. E-mail games are saved here also.

QUIT

Exits to the Deployment Menu Screen.

Orders Menu

The Orders phase is where most of the game is played. Game play occurs on the Battle Map and icons in the Orders Menu present different game play functions. Switch between the Orders Menu and the Options Menu by left-clicking on the Options or Orders icons. The following are menu options not available in the Deploy menu discussed earlier.

TOGGLE MOVE-ALL-FORMATION MODE ON/OFF

Sets unit movement mode from moving single units one at a time, to moving whole formations at once.

RALLY

Attempts to reduce the suppression of the current active unit.

SET RANGE

Sets the maximum firing range for an individual unit or for an entire formation if the move all formation mode is currently on.

FIRE WEAPONS AT TARGET OF CURRENT UNIT

Orders the currently selected unit to fire its weapons at the selected target. This is useful for long range fire so you don't have to scroll to the target.

SET DIRECT FIRE TARGET FOR CURRENT UNIT

Sets a specific target for the current unit. Note that only currently visible enemy units can be selected as targets.

ATTACK A HEX WITH DIRECT FIRE

Allows units (such as engineer infantry) to use flame-throwers to set grass, trees, and buildings on fire, and to use satchel charges/anti-tank mines to blow up bridges or buildings, or to attack other units with these special weapon types. Also, this is how you can fire into a hex where you may suspect an enemy is hidden, but no enemy is visible.

CREATE SMOKE IN A HEX WITH DIRECT FIRE

Units fire a smoke shell at a hex, and thus attempt to block the visibility range of the opponent.

HQ MENU

Allows you to view the names of all of your formation leaders, gives you a list of all your formations and a status abbreviation for each unit, allows you to set some formations to computer control, and you can set way-points (a detailed path from point-to-point) for formations to follow. In order to use way-points, left-click on the way-points icon and then left-click on the points you want them to follow on the map; be sure that the formation is set to computer control or your way-points will not be followed.

Formation Leaders

Each Formation Leader is described, showing the formation name, the human or computer control, the leader's command abilities, the number of kills he has, and the specific formation units under his command.

Way-points

When formations have been set to computer control, way-points can be used to plot a unit's course. Left-click on the map to set each point until done, then left-click on Quit. The computer then moves its units along the way-points, in the order in which they were set.

Computer or Human Control

Choose to set each unit's control to either human, if you wish to control them during game play, or to the computer, if you wish to have the computer move them for you. Note that artillery units cannot be computer-controlled.

UNDO THE LAST MOVE

Allows you to take back the last move of the active unit if an enemy unit has not been exposed and/or your unit has not been fired upon by the enemy while moving. Once you select another unit you cannot choose a previous unit to undo its movement.

END THE ORDERS PHASE

Ends the current turn and goes to the opponents turn.

Options Menu

SOUND EFFECTS/MUSIC MENU

Brings up a menu where you can turn on/off sound effects and/or music and change the volume for each..

GAME ANIMATIONS ON/OFF

Toggles animations like explosions, smoke, or gunfire on or off.

MOVE RADIUS ON/OFF

Toggles the shaded hexes whenever a unit is selected for movement. If you don't want to see the dark shaded hexes when in move mode then toggle this OFF.

HEX GRID ON/OFF

Toggles the hex grid for the Battle Map.

UNIT I.D. TAGS ON/OFF

Toggles the unit I.D. tags. This can help you identify units on the map especially when zoomed out.

NAME UNIT

Allows you to personalize the name of the currently active unit. Simply left-click on this icon, and then type in the unit's new name in the upper left corner of the screen.

NAME UNIT LEADER

Allows you to personalize the leader's name of the currently active unit. Simply left-click on this icon, and then type in the unit leader's new name in the upper left corner of the screen.

SET DIFFICULTY LEVEL

Allows you to set the difficulty level of the game. Choose from Easy, where units are easy to spot and hit; Medium, where units are normal to spot and hit; or Hard, where units are difficult to spot or hit.

CHQ LINK ON/OFF

Toggles the Command Control of all the units. If you turn CHQ Link off then any unit can radio in for artillery support, and units are never "Out of Command Control". This makes for simpler game play.

DISPLAY VICTORY OBJECTIVES ON/OFF

Toggles the appearance Victory Objective flags.

SET UP TIME DELAY

Cycles through the time delay setting for all game messages and notes. Settings range No delay, to the maximum delay. This allows you to speed up or slow down the time messages are displayed on screen when viewing combat resolution.

AUTO RALLY MODE

Allows units to automatically rally by themselves. This is attempted automatically at the end of every turn.

THE GAME ENCYCLOPEDIA

The Game Encyclopedia provides information on tanks and aircraft of the major nationalities in WWII. To use it, simply left-click on the nationality you wish to view and select the unit you wish to view. A picture and paragraph describes the unit in detail.

SAVE A GAME

Saves a game during play. Choose a slot to save the game to, or use the default slot, delete the default name, and type in a new name.

QUIT

Ends the current game and returns to the Main Game Menu.

Unit Information Screen

When you right-click on an active unit, you see detailed statistics that apply to that unit and the leader attached to it.

FORMATION UNIT DESIGNATION

This is the three character formation designation such as A0, B0, B1, and so on, If the word ALL is displayed in front of this then you are in all formation move mode.

NAME

The unit's name.

MOVEMENT STATUS

The current movement condition of the unit; for example, dug-in, moving, moving fast, or pinned.

CHQ LINK

Command Control represents the unit's ability to follow orders, and is dependent on the contact it has with the formation's lead unit. Units are either in or out of contact. If the unit carries a radio it is never out of command control; otherwise, it loses contact with the formation unit HQ if it is farther than five hexes away, or if it loses visual contact. Example: you have a platoon of five tanks (B0 to B4) without radios and the current active unit B3 is 6 hexes away from B0 (the formation HQ unit). This means B3 is out of command control. Command control affects a units ability to move, its accuracy, and these units are generally unhappy because they aren't in contact with their formation commander which lowers their morale.

WEAPON

The weapon(s) the unit is equipped with from cannons to machine guns and small arms weapons for infantry. Usually one main gun type for vehicles and several machine guns are listed. When units fire at a target they normally fire all available weapons at the enemy target if appropriate. Tanks, for example, do not fire AP ammunition at an infantry squad, but will fire HE.

Weapon ammunition is listed in the following order: HE, AP, and the maximum hex range the weapon can fire. For example the numbers 10:5:20 means there are 10 HE shots, 5 AP shots, and the weapon has a maximum range of 20 hexes.

HE/AP/Smoke/HVAP/HEAT

"HE" and "AP" indicate whether or not the ammunition is "High Explosive" (to be used on "soft" non-armored targets), or "Armor Piercing" (to be used on armored targets). Smoke shells release a cloud of smoke upon detonation.

Some tanks may also carry the following ammunition.

▶ HVAP — High Velocity Armor-Piercing rounds which are jacketed with heavy metals to increase the chance of penetrating enemy armor.

▶ HEAT — High Explosive Anti-Tank rounds which use concentrated heat when striking a target to burn or melt through its armor.

EXPERIENCE

Experience points measure a unit's past performance in battle and influence their performance in current battles. Experienced units are less susceptible to suppression, have better chance to hit enemy units, and close assault tanks better. There are three basic levels, Green, Average, and Veteran. Units gain experience if you are playing a campaign game. The range is 10 to 140 experience points. Veteran units, for example, are units which have over 100 experience points.

MORALE

The fighting spirit of the unit. If the unit or formation leader successfully rallies a suppressed unit, or an enemy unit is destroyed, the unit's morale goes up and its suppression level goes down. Likewise if it is being shot at and soldiers are dying and things are generally going badly then the morale drops.

DAMAGE

Indicates that a unit has been immobilized or has had its main guns damaged. This also represents how much it costs in Battle Points to repair the unit if you are playing a campaign and it is not destroyed before the current battle ends.

ARMOR

The front, side, and rear armor protective values are displayed for both the turret and the chassis where applicable. The numbers in red around the turret diagram signify that

this is an open topped vehicle or that it has no armor over the top of the vehicle. These units once hit are easier to damage or destroy.

SPEED

The current rate at which the unit can move. This is how many movement points are available each turn. For more information, see the "Movement Cost" section on page 15.

MEN

The number of men in the squad.

RADIO

Units with radios are able to follow formation commands more easily, as well as stay in contact with the lead unit, thus increasing its chances to fire on and hit targets it can't see.

SIZE

The measure of the unit's weight and bulk. Some units, like artillery units, are very large and heavy, requiring heavy movers to transport them. Large units are also easier to spot.

COST

The cost of the unit in Battle Points.

CLASS

The movement class of a unit: tracked, wheeled, or on foot.

EQUIPMENT CARRIED

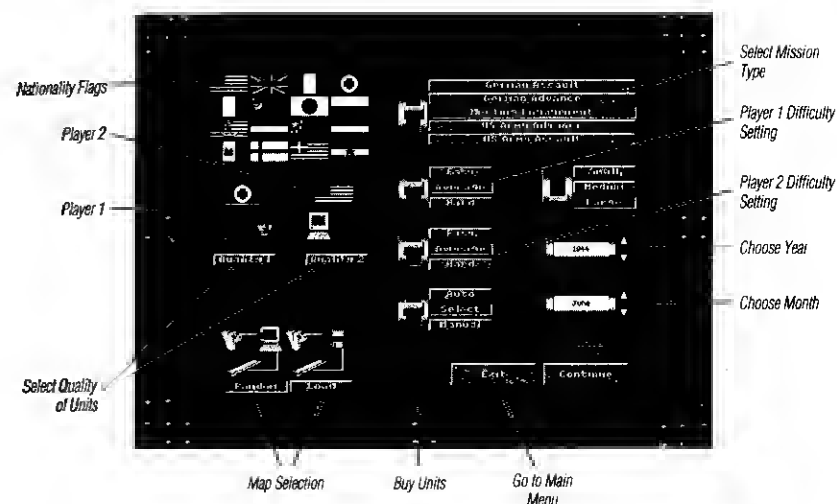The unit's carried equipment which is usually inflatable rafts.

LEADER INFORMATION SECTION

The leaders name and rank is listed along with his ability scores to: Rally, Infantry, Artillery, Armor; and the leader's score in kills. High numbers are best. Rally is how well leader can rally units, Infantry & Armor ratings affect the leaders chance to help the unit be more accurate when directing the fire of Infantry & Armored units respectively. Artillery is how accurate the leader is in targeting Off-Map or indirect artillery bombardments.

CAMPAIGN & END GAME SUMMARY SCREEN

When completing a scenario or finishing a battle in a campaign game, the losses, enemy losses, and Battle Points won are displayed. Also listed are promotions and awards to leaders in the game, marginal and decisive victories, and, in the campaign game, the campaign score; another screen displays units you may repair, upgrade and buy.

BATTLE GENERATOR

STEEL PANTHERS allows you to choose your own equipment and quickly create your own battles with the Battle Generator. You choose to play against the computer or a friend, set the year and month the battle occurs, and the size and type of battle you wish to play. The Battle Generator Menu also includes options to set difficulty levels for each player. All icons in this menu have a title window indicating their function.

Select a Country Flag

There are eighteen forces a user can select to fight against each other: U.S. Army, U.S. Marines, England, France, Germany, Greece, Italy, Russia, Japan, Poland, Belgium, Netherlands, China, Hungary, Rumania, Finland, Norway, and Yugoslavia. Norway is only available in 1939 and Belgium forces are not available after 1940.

Player Control Setting

Two icons, one for each player, determine who controls each player: human or computer.

Unit Experience and Transportation Type

Select the type of experience quality your units are to begin the game with, as well as their automatic method of transportation. The more experienced the troops, the more expensive they are. So, for example if you choose "Veteran" then you may not be able to buy as good of equipment if you were to choose "Green." These options are only available with the Long Campaign, the Battle Generator, or the Game Editor.

Map Selection

Select either a pre-made map which you have created earlier in the Editor or have the computer build a random map.

Set Type of Battle Mission

There are four types of battle missions: Advance, Meeting Engagement, Assault, or Delay/Defend. By setting up the players, you can determine who is on the attack or on the defense.

ADVANCE

Your troops are the vanguard of your army and are to break through enemy territory without artillery support and capture objectives on the other side. Enemy units are not dug-in to defend the series of Victory Objectives and they usually have limited mines or obstacles available.

MEETING ENGAGEMENT

Your troops begin at one side of the battlefield, and the enemy on the other. The Victory Objectives lie roughly in the center of the battlefield. Neither side normally controls the Victory Objectives.

ASSAULT

Your troops attack a line of enemy-defended objectives, and are supported by artillery and aircraft. The enemy positions may have mines or obstacles deployed to hinder your troops' movement.

DELAY/DEFEND

Opposite of the "Advance," your troops delay the enemy from capturing a series of Victory Objectives as long as possible, then escape. You may purchase mines & obstacles when on the defensive.

Player 1 Difficulty Level Setting

Sets player 1 difficulty to either easy, average, or hard. This affects two things; the ability to hit targets, and how easy it is for your units to spot enemy units. Easy mode means it is easy for you to hit targets and it is easy for you to spot enemy units.

Player 2 Difficulty Level Setting

Sets player 2 difficulty to either easy, average, or hard. This affects two things; the ability to hit targets, and how easy it is for your units to spot enemy units. Easy mode means it is easy for you to hit targets and it is easy for you to spot enemy units.

SELECT BATTLE SIZE

Select the map size for the battle: small, medium, or large.

Set Year

Choose the year the battle takes place. Available years are: 1939, 1940, 1941, 1942, 1943, 1944, and 1945. This is important as only units historically available during that year can be purchased. For example, as the Germans you can't purchase King Tigers in 1939.

Set Month

Choose the actual month the battle takes place. The months between October and February may have snow conditions which can affect movement rates depending on the location of the battle. This combined with the year and nationalities engaged determine the terrain type.

Buy Units

You may choose to buy all of the units for both player 1 and 2 by left-clicking on Manual, choose to have the active player pick units by left-clicking on Select, or have the computer buy all units for both players by left-clicking on Automatic.

If you chose the Manual option then you now have the opportunity to first purchase up to 48 units in up to 19 formations. Unlike the campaign games, there are no Support Units to purchase. All units are Core Units for the single battle.

UNIT CLASSES

Armor

Formations consisting of tanks, half-tracks, and other vehicles covered with armor plating to protect them from enemy fire.

Artillery

Formations consisting of artillery, anti-tank guns, and aircraft. These units do not normally move on their own, but require a separate vehicle in order to transport them. Self-propelled or motorized artillery units are in the Armor section.

Infantry

Formations consisting of foot soldiers carrying a range of weapons from rifles and hand grenades, to bazookas and flame-throwers.

Miscellaneous

Formations consisting of mines, pillboxes, forts, truck transport, and barges.

Note: While selecting formations to buy, the statistics of the units appear. For definitions of the statistics, see the "Unit Information Screen" section, starting on page 31.

Purchase Specific Equipment

After you choose the equipment formations you want, you may select a specific tank or infantry formation from this menu. Where in the previous menu you may have selected a Panzer 43 formation, this menu allows you to choose from a Panther tank to a Pz-IVh.

BUY OPTIONS

You may decide to Buy that unit or Cancel/Exit the Purchase Unit Menu.

PURCHASE UNIT IN PLATOON SIZE

Buy a platoon size formation. This usually means 3 – 5 tanks or 3 – 6 squads of men.

PURCHASE UNIT IN SECTION SIZE

Buy a section size formation. This usually means 1 – 2 tanks or 1 – 3 squads of men.

UNIT TYPE

Displays the exact type of tank, squad, or plane you wish to buy. There are over 200 different unit types to choose from.

UNIT COST & BREAKDOWN

Displays units' information, how much they cost, and Battle Points you have remaining.

Units with two asterisks (**) after them require "Heavy Transport" to move.

Deploy Formations

AUTO DEPLOY

Allows the computer to deploy your forces automatically for a quick setup of the game. If you select this method you will go to the deploy menu to see how the computer set up, and you may manually change what the computer did.

HUMAN DEPLOY

Allows you to deploy your forces manually. See the "Deploy Menu," section on page 24, for more information.

SAVE GAME

Allows you to save your current game at the deployment phase.

QUIT DEPLOY

Returns the view to the Orders Menu or Main Game Screen.

Manually Deploying Formations while Editing Scenarios

More icons are offered when deploying formations while in the game Editor.

CHANGE OBJECTIVE HEXES

Alters the objective hex locations and the point values for each hex.
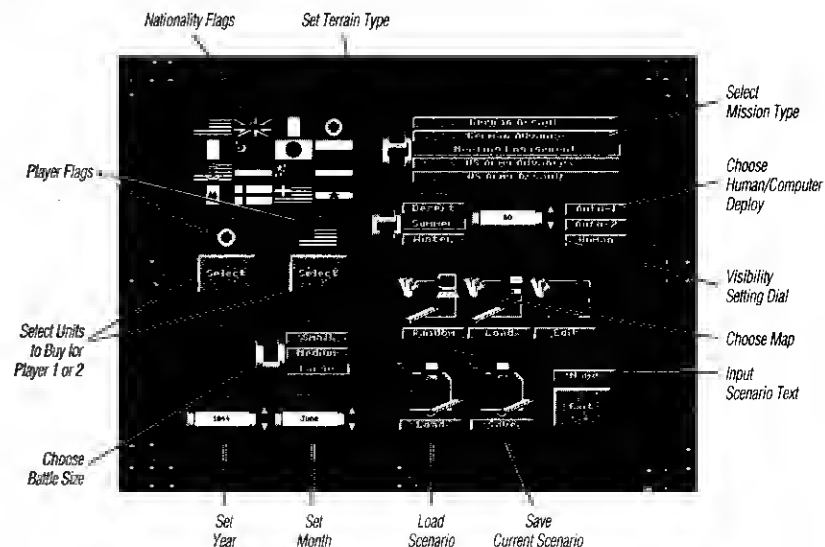
CHANGE UNIT TYPE

Changes a unit from one type to another; for example, from an infantry unit to a tank unit.

EDIT UNIT DATA

Allows you to edit a unit's data such as its number of men and armor rating.

BUILDING CUSTOM SCENARIOS

The Custom Scenario Builder lets you create scenarios from the ground up by selecting terrain, equipment, troop type and their placements.

For an example we'll build a simple U.S. Army advance against the Germans.

Selecting Nationality

First, determine who is fighting who. Opponents are selected in the upper left corner of the editor. To pick Player 1's nationality, left-click on the flag underneath the heading

"Player 1." Repeat the process for Player 2. We chose to make Player 1 the U.S Army, and Player 2 the German Army.

You have now set up the nationalities for this battle.

Set up Battle Size

Below the two "Buy" buttons is the Battle Size Selection Menu. This menu only changes the size of the map the battle is to be fought upon. You have the choice from small to large. For this example, we picked "Small."

Set Year and Month

Next is setting the month and year of the battle. In the lower-left portion of the menu there are two dials: one for the year and the other for the month. The up and down arrows allow you to change the month and year to your choice. For this example we selected the year "1943," and the month of "July."

Select Mission Type

In the upper-right corner is the Mission Selection Menu. This menu lets allows you to pick the three basic Mission Types in STEEL PANTHERS: Assault, Advance, or Meeting Engagement. The difference between "Assault" and "Advance" is that the defender in a "Assault" mission is dug-in and both sides have more artillery support. For now, pick the "US Army Advance" option. Your scenario so far is the U.S. vs. the Germans, July, 1943, and it is a U.S. Army Advance.

Select Terrain Type

The editor allows you to pick the Terrain Type you wish to fight in. You have three choices of map types: Desert, Summer, or Winter. For this battle let's pick, "Summer."

Set up Visibility

Next to the Terrain Type is the Visibility Setting Dial. This dial shows you how the units in your armies can see. Use the up and down arrows to adjust the setting. For example, a setting of 10 means that all of the units are able to see only ten hexes away, and a setting of 60 means that they are able to see 60 hexes away. For now leave this at its default setting of "60."

Build a Map

Below the Terrain and Visibility settings are the Map Selection Options. You may either have the computer build you a "Random" map, or you can "Load" a saved map, or you can and "Edit" an existing map which has already been loaded. For this example just pick build a "Random" map. It may take the computer a few seconds to generate the map. Once it is done, left-click on the "Edit" button.

Basic Map Editing

You now have a randomly-built map. You can either accept the map as it is, edit the map, or clear the map and start from scratch. To edit the map you first have to select a terrain tile you wish to add. On the right side of the screen are available terrain icons you can choose from. For more descriptions on the icons, please refer to the "Map Editor Menu" section on page 41.

For now, lets add some woods. Left-click on the "Wooded Terrain" button, then pick a spot on the map you wish to add woods to, and left-click again. A woods hex has now been added to your map. Now, if you *right*-click on a hex, the terrain type is added not only to the single hex you just clicked on, but also to six surrounding hexes. This allows you to quickly add large amounts of terrain to the map. You may now do the same for most of the other terrain buttons.

Making roads and streams have a different way to set them up. Left-click on the "Dirt Road" button. Now left-click on the map where you wish the road to start, then left-click again on the map where you wish the road to end. Be careful not to make very sharp curves or turns, as the computer may have difficulty interpreting this. The method is the same for making paved roads and streams.

If you wish start from scratch, left-click on the "CLR" button. **Warning!** This erases the entire map of all its features, so be sure you want to do this, or save the current map first.

To save any map you make just left-click on the disk icon. Left-click on the "Quit" button go back to the Editor Menu.

Select Forces

It's time to purchase units. The two "Buy" buttons operate in the same fashion as the Battle Builder Menu. For now select the units for both the Americans and Germans.

Deploy Forces

Now that both the Americans and Germans have units, its time to deploy them. Below the Mission Selection Menu, are the Deploy Options: Auto-1, Auto-2, and Human.

Both "Auto-1" and "Auto-2" allows the computer to automatically set up the units for both players. The "Human" option allows you to set the units on the map. For now left-click on the "Human" option.

The Main Game Screen is where you can place your units on the Battle Map. You'll notice that the units for both the Germans and Americans are on both the extreme left and right sides of the map. This menu is exactly the same as the Deployment Menu as described on page 24 of this manual. The only difference is that you are free to set up the units on the map as you see fit. Also, you may modify Victory Objective hexes as well.

By left-clicking on the Edit Victory Objectives icon, you are able to move each Victory hexes to a different location, add or subtract the value of each Victory Objective hex and change ownership of the Victory hex.

SETTING THE NUMBER OF TURNS

To set up the number of turns in the scenario press the "." (period) key on the keyboard and you will be asked to set the number turns you this battle to last.

CHANGE CURRENT UNIT/MODIFY CURRENT UNIT

You can also change your units to different type (a Panther tank to a Tiger tank) or modify a unit existing data. These options available through the Change Current Unit and Modify Current Unit icons.

Saving Scenarios

At this point you have finished making your scenario. You can now save it going to the Scenario Options Menu at the bottom of the Editor Menu. You will see two buttons. Left-clicking on Save to save the scenario you've made. The Load icon loads an existing scenario and allows you to edit that scenario. Remember, these options have nothing to do with loading or saving a map.

Input Scenario Text

This feature allows you to type in a text description for the scenario you are building. The window scrolls to allow better viewing, and you can left-click in the window to add new text or make corrections. We suggest the description be only one or two paragraphs long.

Map Editor Menu

In STEEL PANTHERS you not only *play* on realistic terrain maps, you can *create* your own.

To create a map from scratch or edit an existing map, select the terrain tiles you wish by left-clicking on them, then left-clicking where you wish to place them on the Battle Map.

Note: Be sure to save your maps once you have finished creating them!

CLEAR MAP

Erases all terrain features from the Battle Map.

ALL TERRAIN

Selects open or grass terrain.

SWAMP TERRAIN

Selects swamp or marsh terrain.

ROUGH TERRAIN

Selects rough terrain which is uneven and rocky, with some light brush.

LEVEL 1 HILL TERRAIN

Selects small, open hill terrain.

LEVEL 2 HILL TERRAIN

Selects medium-sized open hill terrain.

LEVEL 3 HILL TERRAIN

Selects large-sized open hilltop terrain.

MAKE A STREAM

Left-click on the hex where you wish the stream to originate, then left-click on where you wish the stream to end. The generated stream meanders between these two points.

WATER TERRAIN

Selects all-water terrain.

WOODED TERRAIN

Selects wooded terrain, consisting of dense woods and heavy brush.

JUNGLE TERRAIN

Selects jungle terrain, consisting of palm trees and heavy brush.

WHEAT CROPS TERRAIN

Selects wheat field terrain.

GREEN CROPS TERRAIN

Selects generic green crop field terrain.

HIGH GRASS TERRAIN

Selects high grass terrain, representing wild or high grass or brush.

WOODEN BUILDING

Selects a wooden building which can cover a single or double hex. Different buildings can be viewed by left-clicking on the hex until the building you want appears.

CONCRETE BUILDING

Selects a concrete building which can cover a single or double hex. Different buildings can be viewed by left-clicking on the hex until the building you want appears.

GOVERNMENT BUILDING

Selects a stone building which can cover a single or double hex. Different buildings can be viewed by left-clicking on the hex until the building you want appears.

CREATE A DIRT ROAD

Left-click on the hex where you wish the dirt road to originate and end. The generated road winds between these two points.

CREATE A PAVED ROAD

Left-click on the hex where you wish the paved road to originate and end. The generated road winds between these two points.

ADD A STRIP OF BEACH

Turns half of the map into a beach and ocean area. This feature is useful in making amphibious assault scenarios.

PAVEMENT

Places pavement in a hex.

CONVERT STREAMS TO RIVERS

Converts existing streams into wide rivers.

BEACH TERRAIN

Places beach terrain in a hex.

ADD LIGHT DAMAGE TO AN AREA

Adds shell holes and damaged buildings in the area.

ADD HEAVY DAMAGE TO AN AREA

Adds a significant number of shell holes and damaged buildings in the area.

CREATE A CITY SECTION

Creates a large area of city hexes, complete with streets and buildings. This icon allows you to build cities quickly.

FILL IN AREA WITH CURRENT TERRAIN

Fills in an area with the currently selected terrain. The area width can be adjusted with the Set Terrain Fill Range icon, described below.

SET TERRAIN FILL RANGE

Determines the range of hexes to be filled in with the currently selected terrain. For example, a setting of "3" fills in a 3-hex wide circle of the currently-selected terrain.

SAVE MAP

Saves the current map.

QUIT

Returns the view to the Editor Menu Screen.

TACTICAL NOTES

From 1900 until the late 1930's the armies of the world believed that massed infantry charges, heavy artillery, and static defenses could dominate and control any battlefield. But on the morning of September 1st, 1939, the world was forever changed as Germany invaded Poland and executed its first "Blitzkrieg" or "lightning attack," quickly crushing Polish resistance.

From 1939 to 1945, Germany's military machine struck out and conquered most of Western Europe, swept into deserts of North Africa and drove deep into the hinterlands of Russia. In time, however, the Allies gathered strength and eventually crushed the German Army and Axis powers with a display of brute force that has remained unmatched to this day. What started out as a war based on military tactics and blitzkriegs, later became a war reliant on industry and mass production.

STEEL PANTHERS has been designed to allow you to learn the basic tactics of combined arms from the Second World War, as well as see how the increased production and availability of war materials had a direct effect on the outcome of the war. The following pages cover basic tactics which can be used by all the nations which entered the war.
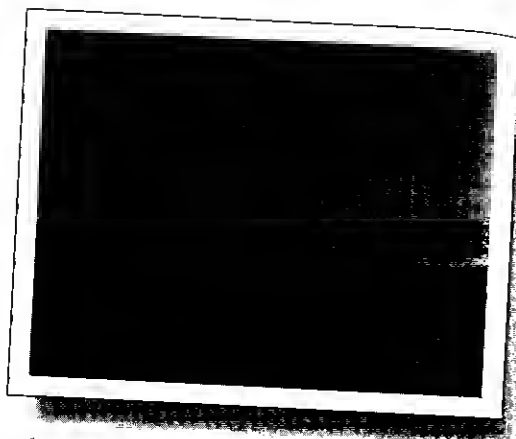
Tactics

STEEL PANTHERS is a "combined arms" game. This means that infantry, armor, and artillery units must strike and conquer together. Each unit type has strengths and weakness.

INFANTRY

Often called the "Queen of Battle," infantry in WWII carried out most of the hard and dirty work of any army. In STEEL PANTHERS, each infantry unit is represented by ten-man squads of either engineers, infantry, or marines. As they have no armored protection, they are considered to be "soft targets." This means that they are highly susceptible to high explosive rounds, and you must be careful of how and where you use them.

Utilizing Available Cover

First, if at all possible, make sure your infantry has decent cover such as entrenchments, wooded terrain, or buildings. Second, try to place infantry on high ground such as a hill or behind streams or rivers. Infantry squads are fairly hard to kill if they are given sufficient protection, and can defend objectives in the face of numerous enemy units.

Infantry and Tanks

As the war progresses, anti-tank weapons such as panzerfaust or bazookas become available, making infantry units a force to be reckoned with. If on the attack, infantry can accompany tanks and protect them from enemy infantry or anti-tank guns. At the same time, tanks can give the infantry the extra fire power it may need to carry out the mission.

TANKS

Tanks are the decision-makers in STEEL PANTHERS. This means that tanks, by their nature, allow you to decide where and how the point of attack may take place on a battlefield. At first, tanks seem impervious to anything on the battlefield because of their speed and armor protection; nevertheless, after 1940, tanks become vulnerable to a wide variety of weapons.

Tank Uses & Designs

Use tanks wisely to project the point of attack on a battlefield. In general, tanks come in two designs: the cruiser/battle tank (Crusader or Panther), or the slower infantry support tank (Stug III or Matilda). Be aware of the types of tanks in your command and use them for their intended roles. For example, it makes no sense to use an Pzkw-IVb (with its short 75mm and HE ammunition) to take on a T-34 (which can only be damaged by armor piercing (AP) ammunition).

Tank Armor & Speed

Tanks in general have strong armor in front and weak armor on the sides and rear. As for speed, the faster tanks move the harder it is to hit them; however, it is also difficult for the tank to fire at someone while bouncing up and down at 40 miles per hour. To handle this problem most armies can use the overwatch tactic: while one tank platoon is moving towards an objective, another platoon is behind it ready to shoot at any targets which appear. In this way the two units "leap frog" each other, one platoon moving while the other covers it with protective fire.

Tanks & Armored Cars

Medium to heavy tanks are not reconnaissance vehicles; they are much too expensive for that role. Use armored cars and light tanks to reconnoiter a battlefield. If used properly, the armored car can spot potential trouble before you lose valuable units.

ARTILLERY

The availability of artillery makes life easier for the tank commander. Artillery provides crucial support with bombardments and smoke screens. All artillery, from the lowly 60mm mortar to the heavy sixteen-inch guns of a battleship, can provide artillery support for your men.

Smoke and High Explosive Missions

Artillery can basically fire two types of shells: Smoke or High Explosive (HE).

Smoke missions play an important part in any battle, as you can use them to screen your forces, blind the enemy, or cover a retreat. Bear in mind that smoke works both ways — while the enemy cannot see you, neither can you see him. HE missions suppress the enemy with heavy shelling. HE missions are very effective if the enemy is out in the open but less so if the enemy is dug in or has armored vehicles. Even if it doesn't cause casualties, HE missions still cause the enemy to take suppression, which in turn affects enemy units' ability to fire.

Air Support

Air support is a second aspect of artillery, but has advantages and disadvantages. Dive bombers and similar aircraft can be accurate and devastating, and are one of the few Support Units which can take out tanks. Nevertheless, as the pilot is flying 300+ miles per hour, he does not have the proper time to identify friendly or enemy units. Being aware of the delay time it takes for air support to reach the battlefield can be crucial in winning a scenario. Smoke can also play havoc with a pilot's visibility and result in his firing on friendly units.

Major Axis Powers

When the Second World War began in 1939, Germany was the aggressor. It was later joined by Italy in June, 1940, and Japan in December, 1941. Together they formed the major Axis nations, yet each had their strengths and weaknesses. Each nation's general ability and tactics best suited for them are described below.

GERMANY

The German war machine of 1939 to 1944 was probably one of the most proficient and deadly armies to march across Europe. None of the European armies at the time could match the tactical expertise or vehicle quality of the German Army. In time, Germany produced nearly 80,000 armored vehicles (only 23,000 were the PzKw-IV or Panthers) to conquer Europe. While these numbers may seem great, in comparison, the Russians built some 70,000 T-34 class tanks alone. No matter what the Germans did they would eventually be swamped by the Allied tanks coming from all fronts.

German Infantry

In the game, German infantry are excellent troops. From 1939 until late 1944, the German squads can dish out and stand up to almost anything the Allies can throw at them. As for individual leaders, none of the Allied armies can come even close to matching their tactical expertise. This is reflected in the game by high morale and experience ratings for the German infantry. Leaders usually have high ratings in their skills for tanks, infantry, and rally ratings. In many cases, some leaders can be used for both leading tanks and infantry. Because of this, German infantry squads can be aggressive in the early part of the war. Even if they break, there is a very good chance they'll respond to a rally.

In general, most German infantry squads are well-equipped with rifles or sub-machine guns. Most squads also have light machine guns, smoke grenades, and satchel charges/anti-tank mines. This enables the infantry to take most objectives and even deal with medium-sized tanks.
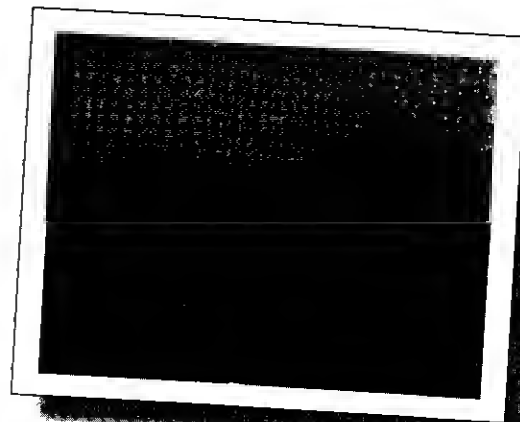
From late 1944 until the end of the war, the skill level of the German Army as a whole declines, and infantry may often be on the defense and dug in. Rally the units whenever possible, otherwise most of the army may retreat. When playing a campaign game, try to preserve the better leaders for the latter half of the war. As time passes, the quality of replacements goes down.

German Tanks

The initial series of German tanks from 1939 to 1940 (Pz-II, PZ-III, and Pz-38's) are lightly armored and armed with only 20mm or 37mm guns. While this is sufficient for facing Polish or Belgian forces, it is another matter entirely when taking on heavier British, French, or Russian tanks. When facing tanks like the Matilda or Char-B1, try to outflank them and use side or rear shots. If that fails, then it's time to call for artillery bombardments or Flak 88 guns. Fortunately, German tank crews have enough experience that they may make even the long ranged shots from time to time.

From 1941 to 1943, German tanks were improved in armor and armament. This simplifies dealing with the Allied forces' T-34's and Shermans. German tanks can still be on the attack but the Pz-IV's are still vulnerable to most Allied tanks. Again, try maneuvering around the enemy and avoid head-on charging tactics that cost you precious tanks and crews.

From late 1943, the appearance of Panthers and Tigers gives the Germans a technical edge over the Allies. On the other hand, the cost of these tanks is quite high, and a single platoon of Panthers costs over one hundred points (whereas Shermans cost only fifty points). This means as the war continues the German tanks get better, but invariably they are outnumbered by the growing numbers of Allied tanks. Along with these problems is the loss of air support and the growing threat from Allied fighter bombers. In war the tactics have to change with the times, so dig-in the tanks, seek cover when available, and adopt a more defensive posture in general. On a positive note, flak units like the Wirblewind or 20mm AA guns can help to ward off Allied air attacks.

German Artillery

The German Army throughout the war has adequate support from its artillery, from infantry support tanks to self propelled artillery. In most Advance and Assault missions from 1939 to 1942, generous amounts of artillery and air support can be utilized. Taking advantage of any self-propelled artillery (Wespes, Hummels) not only helps provide quicker support (shorter delay time), but they also can be used to direct fire against entrenched positions.

From 1943 until the end of the war, the numbers and amount of German artillery support slowly declines. This reflects the changing roles of the Luftwaffe (German Air Force) from ground support to that of fighter defense against air raids over Germany. At this point regular artillery can break up the attacks. Be aware as the war progresses that artillery formations may begin to have limited supplies of ammunition, so pick fire missions carefully during this period.

ITALY

Originally, Italy had not planned to go to war with the Allies until 1942, when its industries would have been sufficiently built up to produce the needed armaments to conduct a full-scale war. Unfortunately, a combination of over-eagerness and bad timing had Italy join the Axis nations too early. Poor military leadership and mediocre equipment severely handicapped Italy's efforts in the war. Nonetheless, the Italian Army made valuable contributions to the Axis forces. From the deserts of North Africa to the snow-covered plains of Russia, Italian soldiers fought on despite the handicaps dealt to them.

Italian Infantry

The Italian infantry can win if it is handled properly and given enough support. First, most Italian squads come well-equipped with a mixture of rifles and light machine guns. Second, the infantry is fairly cheap and large numbers of squads can be bought. The crucial part arrives in rallying them while they are under fire. Most Italian squads rate moderate to low in both experience and morale. In being sensitive to taking fire, they tend to become pinned and retreat.

The typical Italian NCO (non-commissioned officer) usually has lackluster ratings. Do not expect him to rally his troops as successfully or as often as the Germans. This means it is necessary to utilize the natural terrain to cover the infantry. When on the attack, use smoke screens from supporting artillery to give the infantry cover to approach enemy positions. When at all possible, try to keep the infantry out of enemy fire. On the defense, entrench all your troops or shelter them in buildings or woods. Do not expect your Italian infantry to close and assault a tank — that's just asking too much of them. As time passes, the Italian infantry's ratings can continue to slide, and by 1942, most of them may have ratings only in the 30's to 50's. To be successful, stay on the defense and hold your fire until the enemy gets within close range.

Italian Tanks

The entire tank production of Italy for WWII was only a mere 3,400 tanks. The majority of these tanks were undergunned and had poor armor throughout the war. Facing lightly-armed forces like those of Greece, the Italian armored forces can prevail. Care must be taken, however, when dealing with any of the other major Allied nations. The most common tank to buy is the M13/40 medium tank. Equipped with a 47mm gun and poor armor, it needs to get within close range of heavier Allied tanks in order to destroy them with side or rear shots. As Italian tank crews are not very proficient, timing their shots is imperative. Try to keep most of the fire in the 12-hex-or-less range, so that there is a better chance of a hit.

Italian Artillery

The artillery units of the Italian Army were probably the best troops fielded in the war. Overall, the crews were well-trained and in many cases could even use their guns in direct fire mode. Italians had heavy artillery guns but expect no more than two to three batteries of 100mm+ guns to be available at any one time. The most common artillery support is the 75mm field gun or the 80mm mortar. One of the limits is the ammunition for the guns — there may be ammunition only for 3 – 5 missions — so choose bombardment missions carefully. Of singular note is the 90mm AA gun. Normally used against aircraft, it is also very useful against heavy tanks like the T-34.

JAPAN

The Japanese Army in WWII was for the most part an infantry-based army. It was not until the mid 1930's that the Japanese began to expand their tank program. The Japanese eventually built some 6,000 armored vehicles of all types, but the most serious problem that plagued the Japanese war effort was the incredible and wasteful rivalry between the IJA (Imperial Japanese Army) and the IJN (Imperial Japanese Navy). The rivalry extended to all aspects between the two services, so much so that the Japanese war industry was actually producing separate models of planes, tanks, and even ships for each branch. Both services hated each other so much that their differences often interfered with their progress in the war. Combined with limited industrial resources and capacity, this meant that the Japanese had to win the war quickly, or not at all.

Japanese Infantry

Indoctrinated with the code of the Bushido and an incredible devotion to duty, many considered the Japanese infantrymen to be the best light infantry in the war. The game reflects these traits by giving the typical Japanese infantry high ratings in both morale and experience, as well as the absolute refusal to surrender. On the defense or offense, Japanese infantrymen are deadly enemies. The Japanese Army believed in the all-out charge attack with bayonets and taking positions by pure force. As a result, most Japanese infantry squads are capable of taking most positions.

There are certain weakness, however, in the Japanese infantry in that they lack automatic weapons and are often armed only with rifles and grenades. This is somewhat made-up by special navy or heavy squads, which are equipped with light machine guns. Another serious problem is the lack of any reliable anti-tank weapons. This matter becomes so serious that in later war scenarios (1943–1945) the Japanese begin to field suicide squads which are nothing more than poorly-armed men carrying satchel charges, or worse — rigged artillery shells.

In general the infantry leaders have average to above-average ratings. They usually have high morale and rally ratings but have low ratings in combat abilities. As a result, Japanese leaders can usually rally and get their troops moving again but have limited influence while in actual combat.

With these strengths and weaknesses, infantry should be protected with smoke screens so they can quickly close with the enemy. While they may not rout in the face of heavy firepower, they need to keep moving; otherwise, they can be ground down to pieces.

Japanese Tanks

Japanese tank designs reflect the theaters they served in. Unlike the open plains of Europe, the Japanese Army fought mostly in dense, heavily wooded terrain. The fact that most of their initial opponents have little or no armor in the Pacific or Asian mainland results in Japanese tanks being lightly armored and undergunned throughout the war. In game terms, this means that they have very limited armor support, typically a few tank sections, or one tank platoon. Tank crews are poorly rated and often need to close in on their targets. The best way to employ Japanese tanks is to use them as backup for advancing infantry. If anything, the tanks may distract enemy fire from the infantry. If possible, tanks can be used in a flanking maneuver, while the Japanese infantry pins down the enemy. This may allow the tanks to take some flank and rear shots on Allied tanks.

Japanese Artillery

Similar to the problems that the Italians suffered, the Japanese artillery is a mixed hodgepodge of guns (some from the First World War), a few recent designs, and even some designs as old as the early 1900's. The Japanese had virtually no self-propelled artillery, as most of their guns were horse-drawn or towed by trucks. The Japanese rarely use the massive pre-bombardment missions that the Allies use, due to doctrine and limited ammunition.

This translates to the artillery support having an odd mix of gun calibers and limited availability. When available, choose missions carefully — usually to support attacking infantry. In most cases, due to limited smoke shells, HE missions may be more common.

Major Allied Powers

At the outbreak of WWII, only Great Britain and France faced the oncoming threat from Germany. By 1942 the Allied nations grew to include both Russia and the United States. Their combined effort produced the largest armies ever to march on the face of the earth. In production alone, the Allies produced over 220,000 tanks; *more* than quadruple the combined Axis nations' production rate (a mere 50,000 tanks). In numbers of ships and aircraft, the differences were even more drastic: the U.S. alone produced some 250,000 planes and 260,000 artillery pieces, and Russia fielded nearly 5 million men under arms. While the Allies could not claim the same tactical expertise or technical edge as the Germans, they could defeat the Axis nations by brute force alone.

FRANCE

After World War I the French Army was considered to be the best army in Europe, and many nations imitated the French model because of its strong emphasis on infantry assaults. By 1939, however, the French Army was very different than the one that marched into war in 1914. The nation itself had been racked by civil disorders and strikes, and the entire French political system was divided between its right and left wings. This division of power had a major effect on the French Army as a whole, and many units often lacked proper discipline and their morale was low. This inner conflict, along with an out-of-date tactical doctrine, eventually led to the French defeat by the Germans in 1940.

French Infantry

In general, the French infantryman of WWII, while properly equipped, of lesser quality than his German counterpart. In the game the French infantry are best suited for defensive roles. This is due to their below-average morale and experience ratings. Some French troops, like the Foreign Legion, are more capable in advance assaults. Most of the French infantry are often armed with rifles and rarely with automatic weapons. The French leaders themselves have below-average to poor ratings, so don't expect miracles out them. On a positive note, in later war battles the Free French units are much improved and can take on the Germans on a more equal basis.

French Tanks

The French made several types of light, medium, and heavy tanks, which for the most part were all of excellent design and well-armored. Their armor doctrine, however, had been dominated by tactics from the First World War and tanks were considered only for infantry support and not for exploitation roles. This problem, along with their failure to use their tanks in groups was by far their greatest mistake in the war. In game terms, this means that only small groups of armor in most scenarios or campaigns. On the other hand, however, many of the French tanks have the power to destroy most German tanks and some of them are even *impervious* to German anti-tank fire.

French Artillery

The French artillery varied from old WWI pieces to very modern guns. Their 81mm Mortar was probably one of the most duplicated weapons in the war, with almost every nation building a copy because of its effective design. On the other hand, the French still used the old "75," the already-outdated 75mm Howitzer. Only its use in sheer numbers alone made this gun popular to the French. In the game this means that most of the French support consists of light artillery like mortars and 75mm guns, and occasionally a 105mm cannon.

GREAT BRITAIN

First to fight the Germans in 1940, the British were considered by many to be one of the last of the professional armies. While they were the first to use tanks in the WWI, when WWII broke out Britain was far behind in tank tactics. Nonetheless, the British Empire, with the help of her navy and Lend-Lease (borrowing military equipment from the U.S.), withstood the Germans until the United States joined the war.
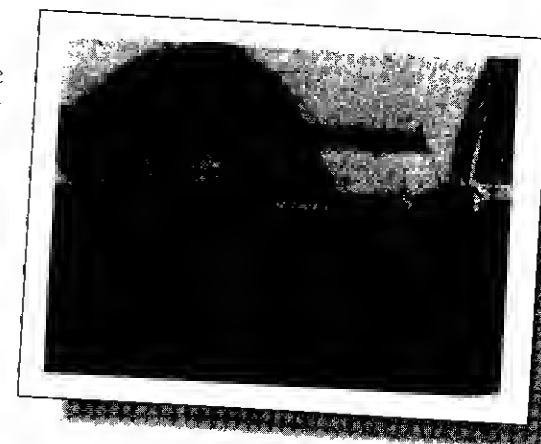
British Infantry

The British infantrymen in WWII had the same stoicism and steadfastness as their predecessors in past wars. Superbly trained and well disciplined, the early war British soldiers are among the few opponents that can stand up to the Germans. Several problems plague the British Army, however, the first of which is a shortage of available manpower.

The First World War literally wiped out whole generations of people, so much so that in the new war, British commanders are extremely cautious in using troops in battle. Other problems include the gradual decline in the morale of the troops over a period of time. By 1943 – 1944 most British formations have been at war for nearly five years and, understandably, begin to show a distinct lack of aggressiveness.

This is reflected in the game in that many of the British leaders have average to below-average ratings. Many leaders have good ratings as infantry or artillery officers but lack in rallying or armored warfare. British infantry at the start of the war have very good experience and morale but in later years their morale begins to slowly slide down. The result is an army that is effective in defense, but slow on the offensive.

When playing the British you can expect a good showing of your infantry on the defense. On the attack, however, things may get bogged down as the infantry units become pinned or are forced to retreat. Use as much artillery as is available to soften up opposition and provide cover for the troops.

British Tanks

In the 1930's the Germans still have the leading theorists in tank strategy. The British eventually develop their own tank doctrine which defines three styles of tank design: light reconnaissance tanks for scouting, cruiser tanks for engaging enemy armor, and heavily armored infantry tanks. Problems arise in that the infantry tanks are well-armored but too slow to engage the fast moving German panzers, and the cruiser tanks have excellent speed and decent armor, but are often undergunned with their 2lb. guns.

The British built some 30,000 tanks of all types despite the threat of air raids and submarine warfare in the Atlantic. With the infusion of American tanks by 1943, the British armored forces begin to adopt a more offensive technique. In general the British crews are well trained but have average morale ratings. Most of the early British tanks are lightly armored, so be careful when engaging German forces. Eventually most tanks are upgraded to the 6lb. gun and 17lb. gun. These guns give the longer range required to defeat the Germans.

British Artillery

The British Army had a good supportive artillery arm. Throughout most of the war artillery assisted with assaults. Air support, from the slow moving Blenhiem to the dangerous Typhoon fighter bomber, may also be available. Without artillery support the British may find it difficult to go on the attack. Lots of HE missions can suppress enemy fire, and may be needed in later war scenarios when British morale is low. Plenty of ammunition allows the suppression of the enemy and less direct fire on the advancing British infantry.

RUSSIA

For most of history Russia has been known for surviving countless invasions and repelling invaders. By the 1930's, the Red Army was one of the largest armies in the world. While the actual numbers seem to indicate great strength, the Russian Army also had some nearly fatal flaws. The first major flaw was the great army purges of the early 1930's where seventy percent of its officer corps was either killed or exiled to Siberia. Now junior officers who had commanded simple platoons were commanding whole battalions or regiments. This left the Russian Army controlled by nothing better than weak yes-men who had little initiative or tactical skill. Similarly, the Red Air Force could boast thousands of planes, but only a small number of them were effective in a modern war.

Few people realize just how close the German invasion of Russia came to succeeding — a change of plans or better weather could have knocked Russia out of the war. Instead, the Germans faced a grueling, bloody Eastern front that eventually consumed 20 million Russians and nearly 9 million Germans. Despite the early reversals of 1941 and 1942, the Red Army eventually triumphed over the Germans, but only at immense cost. It would not be until the early 1960's before Russia would fully recover. The Great Patriotic War (as the Russians called it) was a shining example of the Russian peoples' spirit of determination and strength.

Russian Infantry

The Russian infantrymen were often poorly led and equipped, but still fought with determination. A German once commented that if you can't drive the Russians out of position in the first 24 hours, you never will. In defense the Russian solider is difficult to dig out, and on the attack, a Russian soldier's lack of tactical control often leads to human wave assaults.

game terms, most Russian troops have low experience and average to above average morale. ally they are armed with rifles and grenades but, as the war progresses, automatic weapons ppear. The ratings of Russian infantry officers can vary wildly. One may be a very good leader with excellent ratings, while the next is a very poor officer. In later war years both the soldiers' and officers' ratings improve until mid-1944 when they are nearly even with the Germans.

When playing Russia, remember to buy plenty of squads, as they are fairly cheap. Try to keep all of your men in command controlled so they can benefit from rally attempts by the formation leader and keep the offense going. On the defense, Russian squads work best when covering terrain or entrenchments. When dealing with tanks, most squads come equipped with either a molotov cocktail or an anti-tank rifle. Russian squads are good enough to try closing on the German tanks, especially if they are in cover. In later war years, most of the squads are good enough that they can carry out close assaults on the enemy. Don't worry about losses too much, there are more where they came from.
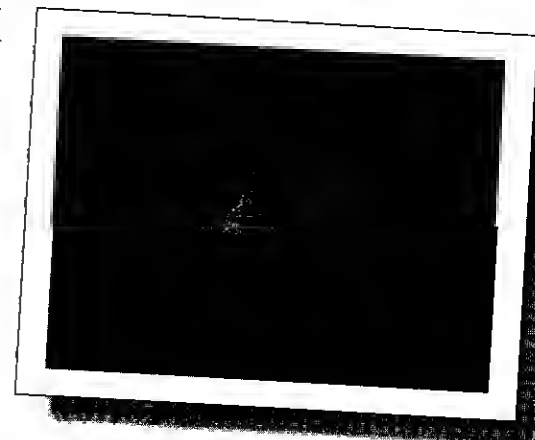
Russian Tanks

The Red Army by 1941 had some 30,000 tanks in service as a result of all the five-year plans. But most of the tanks were light tanks, or are so poorly maintained that nearly eighty percent of them were destroyed in the opening phases of the German invasion. Despite these problems, the Russians made a major leap in tank design by introducing the T-34. The T-34 came as a shock to the Germans, who at the time had no tank which could withstand the T-34's armor or its 76mm gun. By war's end the Russians produced some 100,000 tanks.

When playing the Russians, the armor formations consist of poorly armed T-26 or BT-5's. Before losing heart, however, each formation you buy comes with some ten to twelve tanks — far cheaper than their German counterparts. By 1941, the T-34 arrives and the Russian armor force begins to prove to be a serious threat to the Germans. Until the German Panther or Tiger shows up, Russian tanks have a good chance to win most battles.

In later battles, the Russian tanks are almost as good as the Germans' but still lack the long-range killing power of the Panther or Tiger. To compensate for it, most battles may have Russian tanks outnumbering the Germans nearly three to one. Using the typical Russian tactic of charging forward and attempting to overwhelm the enemy can help, or try using the overwatch tactic.

Russian Artillery

Ever since their defeat in the Battle of Tannenburg in 1914, the Russians considered the artillery piece to be the God of War. With that in mind, the Russians had artillery support almost throughout the entire war. Not only did they have large caliber pieces like the 152mm gun, but also rockets to blast the German invaders back to their homeland. The Red Army loved artillery so much so that on most fronts in 1944 Russian units enjoyed nearly a ten to one advantage in gun

tubes over the Germans. By war's end the Russians had produced nearly 500,000 guns alone. Use artillery to do pre-bombardment missions and keep it coming until the infantry gets to the objectives. Bear in mind that most rocket batteries have ammunition for only two or three missions.

UNITED STATES

While the United States did not join the war effort until December 1941, when it did, it doomed the Axis cause. Even though the U.S. did not take any offensive action in Europe until November 1942, the effects of its war production were already being felt. In a short time U.S. factories began to grind out legions of planes, tanks, and ships. For example, U.S. armor production produced some 90,000 tanks and over 2,200,000 transport vehicles and 240,000 planes. By war's end it was America's production that had turned the tide.
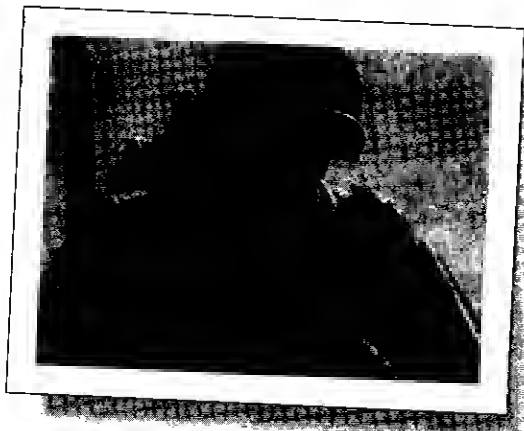
In contrast, the U.S. Army had to go through some growing pains before it became the army of liberation in Europe. A very green U.S. Army landed on the shores of North Africa, and quickly learned important lessons from the Germans. As Field Marshal Rommel stated, he had never seen such an inexperienced army learn so much in so short a time.

U.S. Infantry

The U.S. infantrymen were not professional soldiers by trade, and the army performed poorly when it consisted of mostly volunteers or draftees. This fact, compounded by novice officers, makes playing the Americans in 1942 somewhat difficult. Most squads at this time rate in the 50's to 60's in both morale and experience, and officers have a mixture of average to below-average ratings. The effect is that American infantry can be suppressed early in the battle. On the other hand, they have a decent chance of rallying and getting right back into the fight. As time passes, the ratings for both the squads and officers go up, and by 1944, the American troops are better and more aggressive than their British counterparts.

Despite the weakness of initial below-average skill or morale, the American foot soldiers have some major advantages. For one, no soldiers in the history of the world were so well-supported as the American G.I.'s. For every soldier in the front, at least eight rear echelon men supported him. This is shown in the game by plentiful ammunition for all weapons, smoke grenades for nearly all squad types, and satchel charges/anti-tank mines being readily available.

Another advantage is that most American squads enjoyed heavy firepower. Most squads come equipped with a mix of rifles and automatic weapons. All squads had the BAR (Browning Automatic Rifle) and light machine guns. As a result, enemies often mistook a single U.S. squad firing at them for a whole platoon.

U.S. Tanks

American tank doctrine was originally based on the old cavalry ideals of the past. This meant agile light tanks could be used for reconnaissance or to exploit a gap in the enemy lines. But as the shock of the German blitzkrieg woke up the U.S. Army, it began to favor the more heavily armored formations.

U.S. tank design falls into two basic categories: the infantry/pursuit tank (M4 Shermans), and the tank destroyers (M-10 Wolverine or Hellcat). The idea is that the M4 Shermans can support infantry and exploit any breakthroughs, while avoiding enemy tanks. It was up to the tank destroyers like the Wolverine to take out enemy tanks. Nevertheless, more often than not, the poorly armed Sherman has to fight the German Panther or Tiger tank. Even tank destroyers with 76mm guns still have problems shooting it out with the heavier German tanks.

Fortunately, there are plenty of tanks to go around and most U.S. armor divisions are tank heavy (lots of armor). Even the typical infantry division has at least one or two tank battalions attached to it. In game terms this translates to most of the tank platoons being fairly cheap and containing four to five tanks, compared to three or four Panzers that the Germans get. In most scenarios the U.S. outnumbers the German armor two to one, helping to offset the deficiencies of the M4 Sherman tank.

As with the infantry squads, the experience and morale ratings of the tank crews start in the 50's to 60's range, and improve as time passes. If on the attack as the Americans, try to outflank the Germans whenever possible. This allows hits on the enemy units' sides or rear. If you can't outflank them, then use smoke to cover the tanks' advance, and try for close range fire. At close range the 75mm or 76mm guns have a better chance of penetrating a Panther's armor.

U.S. Artillery

The American military axiom at times seemed to be "victory through firepower." This is all the more true during WWII, when the U.S. Army had lavish artillery support. More than once U.S. artillery, offshore batteries, or air power were to break up German attacks and stop them in their tracks. Most infantry divisions have at least one battalion of 155mm guns, in addition to the standard 105mm howitzer. This, plus the plentiful ammunition available for the guns, means that infantry officers can call upon lots of firepower. This is reflected in the game by giving the U.S. almost constant artillery and air support. In most scenarios, at least four batteries of 105mm guns are available, and even if the U.S. is on an advance mission, self propelled guns (M-7 Priest or M-12) or air support can be purchased. This extra power gives the ability to lay smoke screens to blind the enemy or lay HE missions. Unlike other nationalities, the U.S. has plenty of ammunition to fire at least six to ten missions. So, wherever and whenever the Americans fight, always try to buy some artillery support.

ABBREVIATION GLOSSARY

AA — Anti-aircraft weapons which are effective against airplanes

AAMG — Anti-aircraft machine gun

APC — Armored personnel carrier

AT-Gun — Anti-tank gun

ATR — Anti-tank rifle

BAR — Browning automatic rifle

CS Tank — Close support tank; tanks which fire low-velocity rounds, good for killing infantry, but not very effective against other tanks

Flak — Anti-aircraft weapons which are effective against airplanes

FJ Infantry — Fotsheimjaeger; German paratroops

HMG —Heavy machine gun

HT — Half-track; a vehicle with wheels in the front but treads in the rear

JPz — Jadgpanzer

LCA — Landing craft assault

LCS — Landing craft support

LCV — Landing craft vehicle; the large landing craft which can carry tanks

LMG — Light machine gun

MMG — Medium size machine gun

Plat — Personal infantry anti-tank weapon

Plt — Platoon

Pz — Panzer

Recce — Reconnaisance unit

Sec — Section

SMG — Sub-machine gun

SNLF — Special naval landing force; a type of Japanese infantry

SP — Self-propelled

SPAA — Self-propelled anti-aircraft

SPG or SP-Gun — Self-propelled gun; normally is used in reference to some sort of artillery piece that has been mounted on a motorized tank type chassis

Sqd — Squad

TD — Tank destroyer

TMG — Turret mounted machine gun

VG — Volksgrenedier; lower-quality German Infantry

GLOSSARY

AP — "Armor Piercing" rounds are most effective vs. armored and other targets such as bunkers.

Battle Points — Equipment is purchased with Battle Points which are gained by achieving Victory Objectives.

Buttoned — When a tank is under fire and its crew closes its hatches and seeks refuge inside. This also limits the tank's visibility.

HE — "High Explosive" rounds are most effective vs. "soft" targets such as infantry.

HEAT — High Explosive Anti-Tank rounds which use concentrated heat when striking a target to burn or melt through its armor.

Hit Chance —This is the chance that the firing unit will actually hit the target. It is influenced by the following: range to target, type of terrain target is in, if target is moving, firing unit's movement status (positioned, moving, moving fast, pinned), firing unit's experience and level of suppression, firing unit's leader rating for either infantry or armor, and the weapon being fired. In addition your Hit Chance percentage goes up with successive shots at the exact same target.

HVAP — High Velocity Armor-Piercing rounds which are jacketed with heavy metals to increase the chance of penetrating enemy armor.

Line of Sight (LOS) — This is a unit's field of vision or what it can see. Units are able to target enemy units only once they can see them, or they are in "Line of Sight."

Main Gun information — The main guns of anti-tank units and tanks are often listed as a number followed by and "L" and then another number. The first number stands for the size of the shell, which is normally stated in millimeters. The bigger the AP shell, the more likely it is to penetrate an enemy's armor. The second number stands for the length of the gun barrel. The longer the barrel, the more accurate the gun is in hitting its target.

Penetration — When shooting at armored vehicles the shell must first "Hit" the target and then the shell type/size is compared to the armor values of the hull and/or turret of the target to determine if the shell penetrates the armor of the huff or turret to destroy the target.

Spotting —The ability to spot enemy units involves several factors. First, infantry spot enemy units much better than vehicles. Infantry in general spot stationary targets 2 to 4 hexes away. For vehicles it is 1 to 2 hexes. If a stationary enemy such as an anti-tank gun shoots at your unit there is a chance you can see where the shot came from based on your unit's experience, whether it is moving, and so on. The chances go up dramatically, with each successive time that same unspotted weapon fires at your unit, that you are able to see it. Spotting a moving enemy is very easy. Basically units are spotted if the visibility is good and the enemy moves in LOS of one of your stationary units. The ability to spot the enemy is reduced if the unit is moving. Also, tanks with infantry riding on them have a much better chance of spotting enemy units. Basically you don't want to take a tank by itself and move quickly down a road adjacent to trees or buildings as the tank won't see the lurking enemy infantry before it gets ambushed.

Suppression — Suppression points measure the unit's chance to recover from rout, retreat, or pinned conditions and are based on the unit's morale. When men are killed, leaders lost, or a unit is near a hex which is being bombarded by artillery, the unit suffers the most suppression.

Way-Points — When plotting a computer opponent's moves, use way-points to set each destination hex. The computer follows the way-points in the order given.

The final word. Heroic actions are possible within the game system. A combat unit armed only with pistols can assault and destroy a tank (yes it is highly unlikely, but it has happened). Rallied tank crews can be loaded back into their previously immobilized and abandoned tank and destroy a couple more enemy tanks before being taken out. So, don't give up when all seems lost and most importantly, have fun!